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PREFACE

A Quick Guide to Empires: Dawn of the Modern World™

If you've played any popular real-time strategy game before, you're well on your way to learning how to play Empires: Dawn of the Modern World™. In Empires: DMW, you gather resources, construct buildings, train units, research technologies and fight battles. There are five Ages covering 1,000 years of history that you can progress through: Medieval Age, Gunpowder Age, Imperial Age, World War I and World War II. Each succeeding Age gives you access to new units and technologies (you may start and end a game in any Age you want). There are nine civilizations in the game: four civilizations are available during the first three Ages; five civilizations are available in World Wars I and II. You choose a civilization before the game starts (see Civilization Transitions, below).

In addition to these and other RTS conventions, there are a number of concepts in Empires: DMW that might be new to you:

Game Variants – You can play two different variations of Empires: DMW. Choose which Game Variant to play on the Game Setup screen. (See the Game Setup section in Chapter 1 for complete information.)

- **Empire Builder** – These games are geared toward more deliberate, strategic play. Games may last an hour or more depending on the chosen game options.

- **Action** – Action games are designed to be fast and action-packed, with the focus on combat. Games often conclude in less than 30 minutes.

Automatch – Automatch is an advanced Multiplayer option when you play over the Internet. It allows players with similar "Ratings" to create and launch one-on-one games automatically. For more information, see the Multiplayer section of Chapter 1.

Civilization Transitions – Some civilizations rose to world power status in the 20th Century. When you choose to advance from the Imperial Age to World War I, you have the opportunity to select one of these world powers to command for the remainder of the game. Your choice depends upon which civilization you controlled up to the Imperial Age. You keep all the units, buildings and technologies you've accumulated so far and gain access to those available to the new civilization.

Classified Projects – Classified Projects are powerful achievements that can turn the tide of a battle or even change the course of a game, if used wisely. Research Classified Projects at your University (there are a few exceptions—see the Appendix). Once researched, most Classified Projects are stored for later use as icons at the top left of the screen. When you're ready, click on the icon to activate that Classified Project. Note that some Classified Projects require that you pick a target when you activate it.

Innovations – Innovations are military advances, researched at the Armoury, that greatly improve those units that are equipped with them. Each Innovation boosts an attribute such as speed or attack strength. Researched Innovations, like Classified Projects, are stored for later use as icons at the top left of the screen. When you want to give an Innovation to a type of unit, click on its icon and then click on the unit. All units of that type immediately receive the advantage provided by that Innovation. No more Innovations can be given to that type of unit and the Innovation, once given, cannot be removed. (Note that some units cannot receive some types of Innovations.)

Settlements Upgrade to Town Centres – Both Settlements and Town Centres allow you to research Economic Technologies, and both are collection points where your Citizens drop off resources. Town Centres provide the additional benefits of producing new Citizens and researching advancement to the next Age. To create a new Town Centre, you must first build a Settlement, then “Garrison” the Settlement with six Citizens by selecting the Citizens and clicking the Garrison button, and then clicking on the Settlement. Once they all enter the Settlement, it automatically becomes a Town Centre. Your Citizens remain inside as permanent workers.

Special Units, Special Actions and the Armoury – Each civilization in Empires: DMW has unique units. Many are special units that have special attacks or abilities. Typically, using these abilities requires you to click on an Action button (which appears when you select the unit) and costs the unit some amount of its “Power,” which the unit slowly regenerates over time. Note that to train or manufacture special units, you must first construct an Armoury.

TIP: A units special action (or first special action if there's more than one) can be activated by selecting the unit and pressing the F1 hotkey.

Autoattack – Units that have a special attack or ability can be ordered to use it automatically. Right-click on the appropriate Action button to turn on “Autoattack” for that action. A circle appears on the Action button. The unit will then always use that special attack whenever it can do so. Right-click again to turn Autoattack off. (Note that the Autoattack feature works for most, but not all, kinds of special attacks.)

Barracks – You must build a Barracks before you can build a Tank Factory or Airport.

Airports and Aircraft – Airports produce airplanes, which remain inside the hanger until you give them an order (up to 15 are allowed per Airport). Airports automatically repair planes inside. To select idle aircraft, simply press the **F** key (on your keyboard) for Fighters, **B** for Bombers, **P** for Paratroop planes or **N** for Nuclear Bombers (USA only). The closest plane is selected first. Hold the **Shift** key while you press a hot key to select all aircraft of that type. Once selected, you can order your aircraft to move or attack just like any other unit (right-click on the destination or target). Aircraft inside an Airport will launch automatically once given an order. Airplanes remain airborne until they run out of fuel (measured by “Flight Time”), then they must return to an Airport. (Paratroop planes do not return; they fly off the map once they've dropped their cargo.)

Wonders – Each of the five modern civilizations has a unique Wonder that it can build in World War II. Each Wonder provides a powerful benefit to its civilization for as long as the Wonder stands. Explanations for each Wonder can be found in the chapter for the civilization that can build it. If Wonders for Victory is enabled on the Game Setup screen, a player can win the game by building and defending a Wonder.

Unit Tributes – You may give your military units to another player. Simply select the units you want to tribute, click the Unit Tribute button (one of the round Action buttons), and then select the player to give them to.

Unit Facing and Movement Speed – Right-clicking on the map causes selected units to move to that destination. If you hold in the right mouse button and drag, an arrow appears. The arrow tells the units which way to face once they've reached their destination. Additionally, this tells the units to move to the destination at the same speed, so they won't get separated en route.

Chat – Chat with other players by pressing the **Enter** key and entering a message in the Chat window, and then press **Enter** again to send it. To customise to whom to send chat messages, go to the Alliance & Tribute screen by clicking its button next to the Mini-map. On this screen, select the players to chat to by checking their Chat checkbox. Then, when you bring up the Chat window, select Custom and your chat message will go only to those players you selected. To display previous Chat messages, press the **Page Up** key.

CHAPTER 1: GETTING STARTED

Installation

To install Empires: Dawn of the Modern World™, place Disk One in the CD-ROM drive. From the menu that appears select the Install option then follow the on-screen instructions. Keep the CD-KEY printed on the back of the manual handy and enter it when asked. A valid and unique CD-KEY is required to play the game. Do not share your CD-KEY with others.

If you do not have Autoplay enabled or if the installation screen does not appear automatically, double-click the My Computer icon on your desktop and then double-click the icon for your CD-ROM drive. In the file list, double-click the **Setup.exe** file and the installation screen will appear.

NOTE: See the Readme.txt file for the latest notes and troubleshooting information for Empires: DMW.

Improving Game Performance

Empire: Dawn of the Modern World™ has been optimised to run on a variety of computer systems. However, if the game seems sluggish on your system or if you just want to boost the game's performance, there are several simple things you can do:

- Before you launch the game, close all open applications such as e-mail programs, Web browsers, instant messaging programs, etc. to save memory (RAM). Also close or disable any unnecessary background tasks, including screensavers.
- On the Game Settings screen lower or turn off various Video and Audio options. For example, choose a lower screen resolution (e.g., 800 x 600) with 16-bit colour, set Shadow Quality to None, set the other Quality and Detail levels to Low, turn off the music, lower the maximum number of sounds, turn off Autosave, etc.
- On the Game Setup screen, set up games with fewer players (e.g., one-on-one), play on a Tiny map, include no more than one computer player, set the Population Limit to a low number, limit the number of different civilizations in a game to one or two, etc.
- Upgrade your computer by installing more memory (RAM) and/or a new video card.
- Always ensure that your video and audio drivers are up to date. The manufacturers of video and audio cards usually post driver updates on their Web sites.

Game Features

Empires: Dawn of the Modern World™ is a real-time strategy game of epic scope and breadth. Command legendary civilizations through 1,000 years of history as you battle to forge a mighty empire starting during the days of longbows and charging knights, through the era of matchlocks and bombard cannons and on to the incredible tank battles, dog fights and naval combat of World War II.

- Command any of seven distinctive historical civilizations, each with its own unique set of units, technologies and special abilities.
- Battle through 1,000 years of history, divided into five historical Ages.
- Fight on land, in the air and at sea with more than 200 unique units.

- Lead huge armies of virtually unlimited size (thousands of units)—your command decisions determine the outcome of battle!
- Employ specialised weapons and powerful military and economic capabilities unique to your civilization.
- Research Classified Projects and employ them to turn the tide of battle—or the war!
- Construct valuable, civilization-specific Wonders of the World, each with its own unique superpower. Wonders can even win the game!
- Improve the combat abilities of your forces with military Innovations.
- A fully rotatable 3D camera lets you view the action from any angle (see The Mouse and the 3D Camera in Chapter 2).
- Play three epic, story-driven campaigns, each based on a historical hero facing the greatest crisis of his life.
- Amazingly detailed graphics bring the characters and action to life.
- Numerous fully 3D random maps of extraordinary detail and beauty provide unlimited replayability—including truly Huge maps!
- Detailed help text makes the game easy to learn while you play. Mouse-over any unit or button for helpful information.
- Two distinct Game Variations allow for fast-paced, action-packed match-ups or longer and more strategic empire building games. You can also play Deathmatch!
- Battle your friends over a network or via the GameSpy™ matchmaking service (see the Multiplayer section, below, for all the details).
- Match wits with devious, human-like computer opponents—or use Mini-map flares to signal your computer allies to send help!
- Create your own campaigns, scenarios or movies with the included editors—the same editors used by the developers!
- Other features include: customisable hotkeys, game recording, unit trading, smart citizens, automated exploration and more!

Launching the Game

To play Empires: Dawn of the Modern World™, the CD-ROM must be in your CD-ROM drive. Double click the **Empires: DMW icon** on your desktop to launch the game. Or, if you chose not to place the icon on your desktop, launch the game from the Start menu by going to the Programs list and selecting **Empires: Dawn of the Modern World → Play Empires: Dawn of the Modern World**.

TIP: For best performance, it is recommended that you close all open programs and unnecessary background tasks before launching the game.

■ Main Menu

Single Player – Play the Campaigns or a scenario, battle against the computer or view recorded games. (More information below.)

Multiplayer – Play human opponents over a network or the Internet. (More information below.)

Game Editors – Create your own scenarios and campaigns. (Visit the official Web site at www.empiresrts.com for the latest information about the editors.)

Game Settings – Change video, audio or game interface settings. Lowering settings improves how well the game runs. (More information later in this chapter.)

Exit Game – Exit Empires: Dawn of the Modern World.

Single Player

On the Single Player menu, you have several options:

Player Name – Enter the name you want to use in the game.

Play Random Map – Set up and play a game against one or more computer opponents (via the Game Setup screen).

Campaigns – Choose one of three exciting, story-driven campaigns to play: Richard Lionheart, Admiral Yi or General Patton.

Play Custom Campaign – Play a campaign that you created or downloaded (put campaigns in the ...\\data\\campaigns folder).

Play Scenario – Play a stand-alone scenario that you created or downloaded (put scenarios in the ...\\data\\scenarios folder).

Play Saved Game – Load and continue to play a previously saved single player game.

Replay Recorded Game – Watch a previously recorded game.

Main Menu – Return to the Main Menu.

Multiplayer

You can join or host games over a network or the Internet from the Multiplayer menu.

Play on Internet – Join or host a game on the Internet via the GameSpy matchmaking service.

Host Network Game – Host a multiplayer game over a LAN.

Join Network Game – Join a game someone else is hosting over a Local Area Network (LAN). Select a game from the Available Games list.

Join by IP Address – Join a game by entering the host's Internet Protocol (IP) Address (advanced option).

NOTE: To continue a previously saved Multiplayer game, host a new game and choose Saved Game from the Game Type field on the Game Setup screen.

■ Joining a Game

To join a Multiplayer game on a network or at a specified IP address, simply click on the appropriate button. Then, either select an available game from the list or enter the host's IP address. Click the **Join** button at the bottom-right of the screen and you'll be taken to the Game Setup screen (see below).

■ Hosting a Game

To host a network game, click that button and enter a name for your game. Then, click the **Host** button at the bottom-right of your screen. You will then be taken to the Game Setup screen (see below).

■ Play on Internet

Games are played on the Internet via the GameSpy matchmaking service. Click the **Play on Internet** button and log on with your GameSpy account e-mail address and password. (If you don't have an account with GameSpy, click the Create New Account button and enter the requested information to sign up for a free account.) Then click the **Logon** button and, on the next screen, choose your nickname. Click Logon again to go to the GameSpy Channels/ Automatch screen.

Channels

Games are organised into different "channels." Once you have logged on, select the channel you want to play in and then click the **Join Channel** button. On the Available Channels screen you can also find a game to play using Automatch (described below), edit your GameSpy account (including managing your nicknames) and read any messages you received from other players while you were offline.

Joining or Hosting a Game

Once in a channel you can join or host a game. You can also chat with other players in your channel or with your Buddies (the Buddy List is described below). The View Ladder button opens a separate browser window so that you can view game and player statistics.

- **Join Game** – The Available Games list shows the games in your channel that you can join. A key icon indicates that a game is password protected. If you wish, sort the games in the list by clicking on one of the headings. To join an available game, double-click on it or select the game and click **Join Game**. You will be taken to the Game Setup screen (see below).
- **Host Game** – To host a new or saved game, click on **Host Game**. In the window that appears, fill in the requested information about the game (note that you can password protect your game, if you wish). When you're ready, click **Create Game** to go to the Game Setup screen (see below).



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■ Automatch

The Automatch feature is an advanced option that allows players with similar “Ratings” to create and launch one-on-one games automatically. Automatch does not search the Available Games list, but rather matches the preferences of players who are currently using Automatch.

To start an Automatch game, enter your Automatch preferences in the spaces provided. When you’re ready, click **Launch Automatch**. Automatch then searches the preferences of other players currently using Automatch. When a match between two players is made, the game begins automatically. For a match to be made:

- The two players must have Ratings within 200 (plus or minus) of one another.
- The chosen Game Variant must match exactly.
- The chosen Map Types are taken into consideration, but need not match exactly. The same or similar maps are given preference over dissimilar maps.
- The Starting Age is also taken into consideration, but need not match.

Ratings

Ratings allow players of similar skill levels to identify and play one another. The base Rating for a new player is 1000. As a player’s win-to-loss record goes up, so does his or her Rating. A player’s Rating is recalculated after each Automatch game is completed. The Ratings do NOT take any other games into account, only Automatch games.

■ Buddy List

To help keep track of other players, you can add them to your “Buddy List.” You cannot be added to another person’s Buddy list without giving your permission. Your Buddies are automatically moved to the top of the list of players on the Available Channels screen. You can also show just your Buddies by clicking on that button. For additional options, right click on the Buddy List.

Game Setup

The Game Setup screen, also called the “lobby,” lets you set up a Multiplayer game or Single Player Random Map game. You can choose your civilization and player colour, set game options such as map type and size and then start the game. Only the Host of a multiplayer game can change the game options.

■ Players

Up to eight players, including computer players, can play Empires: DMW at once. Players may join any “slots” that are open. (The Host can open or close slots at will, or add computer players.)

■ Observers

Players may also join or host a Multiplayer game as an “observer.” Observers can watch the action, but do not actively participate in the game. An observer’s name appears green to other players in the lobby.

■ Game Variant

Empire Builder – In an Empire Builder game, players are able to concentrate more on building up their civilizations and growing their empires. Empire Builder games often last an hour or more. In Empire Builder games:

- There are more resources in each resource site, but no more than six Citizens can gather from a particular resource site at one time.
- Classified Projects and Innovations are researched two for the price of one, so you get twice as many of them.
- Walls and Towers are stronger. Additionally, Towers are cheaper and have a much stronger attack.

Action – Action games are geared toward fast action and combat. They can often be played in less than 30 minutes. In Action games:

- Up to 16 Citizen gatherers are allowed per resource site, but there are fewer resources per site than in an Empire Builder game. Citizens also gather at a much faster rate compared to Empire Builder games.
- It costs less to advance from one Age to the next in Action games.
- Units turn and accelerate up to full speed faster in Action games.
- Airplanes have more flight time and can stay airborne longer.

■ Game Type

For Multiplayer games, choose whether to play a Random Map game, a Saved Game or a Scenario. For a Single Player game, only Random Map is available.

Saved Game

To continue a saved Multiplayer game: host a new game, choose Saved Game and then select the game you want to continue. All players from the original game (except observers) must be present in the lobby before the game can be continued. Players must use the same name they used in the original game. If a player’s name is red, it means they have to join before the game can resume.

Scenario

To play a multiplayer scenario, first create or download a scenario (put scenarios in the Empires’ ...\\data\\scenarios folder). Then host a game, select Scenario and choose the scenario you want from the list. Other players may then join the open slots just as they would for a Random Map game.

■ Population Limit

The Population Limit sets the maximum number of units allowed in the game. This number gets evenly divided among all the players. Therefore, for example, if the Population Limit is set to 1000 and there are four players in a game, then each player has a maximum population capacity of 250. Choose a larger number for larger armies (recommended for fast computers only—slower computers should choose lower numbers.)

NOTE: Some units, such as cavalry, count as two (2) toward your population.

■ Deathmatch

In Deathmatch games, players start with an abundance of resources in their stockpiles. Choose this option if you want to play a Deathmatch game.

■ Record Game

Select this option to record the game you're about to play so it can be reviewed later. A recorded game is like a movie of the game. You can watch games you've recorded by selecting Replay Recorded Game on the Single Player menu.

■ Other Game Options

Map Type and Map Size – Choose the map style and size you want to play (click on the map at top-right to change the map type). Players with slower computers should stick to Tiny or Small maps.

Game Speed – Set how fast or slow the game runs.

Difficulty – Set the difficulty level of any computer players using the slider.

Reveal Map – Select this option if you want the map to be visible to all players when the game begins. The fog of war remains.

Lock Teams – Choose whether players can change sides during the course of the game. If selected, players may not switch sides.

Wonders for Victory – Choose whether to allow players to win the game by building and defending a Wonder. Wonders for Victory is allowed if checked.

Multiplayer Chat Window – Players in the lobby can chat with one another. Simply type a message in the chat box (bottom left of screen) and press the **Enter** key to send a message. Messages appear in the chat window.

How to Win

In Empires: Dawn of the Modern World, you have two ways to win a game:

Conquest – To win a Conquest victory, you must destroy all of your enemies' production buildings (e.g., Town Centres, Settlements, Barracks, Airports, but not Walls, Houses or Farms). If the Wonder Victory option was not checked on the Game Setup screen, you can win only by Conquest. This is the default game mode when Wonders for Victory is not checked.

Wonders for Victory – To win a Wonder Victory, the Wonders for Victory option must have been enabled on the Game Setup screen. In the game, you must advance to World War II and construct a Wonder. Then, defend your Wonder for a set amount of time to win the game. You can also win in standard Conquest fashion.

Save, Autosave and Quit

At any time during play, you can save a game to continue it later. Just click the In-Game Options button by the Mini-map, and then select Save Game. You can also set how frequently a game should be autosaved on the Game Settings: Interface screen.

Once you have finished or saved a game, select Quit Game from the In-Game Options menu to exit the game and view the game statistics.

Game Settings

Choose your preferences for Empires: DMW on the Game Settings screen. You can increase the performance of the game by adjusting some of these settings appropriately or simply turning them off. There are three tabs on the Game Settings screen:

Video – Choose video and graphic settings such as screen resolution, model and animation quality and the quality of the special visual effects.

Audio – Choose music and sound effect settings, such as volume and sound quality.

Interface – Select various in-game preferences such as mouse configuration, autosave frequency and customised hot keys.

CHAPTER 2: PLAYING THE GAME

The Game Screen



■ Main Map

The Main Map dominates the game screen. All the action in Empires: DMW takes place on land, on and under the water, and in the air of the main map.

Fog of War

Areas of the map that your people have not yet visited are obscured by the Fog of War. When you send your people into the Fog, the terrain and anything on it is revealed to you. If your people leave an area they have explored, the Fog of War rolls back in, but a "snapshot" of the area remains visible.

TIP: There are a number of Classified Projects and civilization abilities that can temporarily lift the Fog of War in an area.

Terrain

You'll notice many terrain features as you explore the map:

- **Forests** – Trees provide wood, but forests are impassable to most land units.

- Water and Shallows** – Deep water is impassable to most land units, but all land units can wade in the shallow waters near shore. Shallows may also connect land masses together. Ships and submarines can navigate through water but cannot cross shallows, and transports can ferry land units over the water.
- Hills and Elevations** – Units at a higher elevation than their target inflict extra damage.
- Cliffs** – Most land units cannot scale sheer cliffs.
- Resource Sites** – In addition to trees, foraging sites and deposits of both gold and stone dot the landscape. Wild animals that roam the land can be hunted, but some are dangerous. Citizens can gather all these resources.

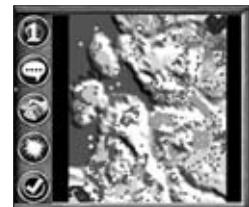
■ Resources, Inventories and Population

Your Citizens collect resources—gold, food, wood and stone—and deposit them in a general stockpile for your civilization. Your current resource inventories are shown in the Resource Bar near the bottom-centre of the screen. You expend resources when you train units, construct buildings, research technologies, etc.

To the right of your resource inventories is your Population Indicator. The number on the left indicates the size of your current population. The right-hand number shows how big your population can get and is called your “Population Capacity” or “Pop Cap.” You can increase your Pop Cap by building houses. (Your maximum allowed population is determined by the Population Limit, which is set on the Game Setup screen.)

NOTE: You'll start with the default number of citizens, which varies from civilization to civilization.

NOTE: You cannot train more units if your current population equals or exceeds your Pop Cap.



■ Mini-Map

The Mini-Map is a miniature version of the Main Map. Areas you have not yet explored appear black. Units and buildings currently visible on the main map appear as coloured dots on the Mini-map (the colour corresponds to the owning player). Other terrain features such as water, forests and resources are also represented.

Many actions, such as move orders and map-based attacks, can be accomplished by clicking on the Mini-map as if it were the main map. When not giving an order, clicking on the Mini-map jumps the view to that location on the main map.

■ Mini-Map Buttons

Next to the Mini-map are several special buttons:

Idle Citizens – This button finds Citizens (and Fishing Boats) who currently do not have a task assigned to them. The number on the button indicates how many idle Citizens there are. The button appears only when you have idle Citizens.

Previous Messages – Displays all the previous chat messages.

Flare – Fires a “flare” which is visible (on the Mini-map) and audible to your allies. Click the Flare button and then click on the main map or the Mini-map where you want the flare to appear. Computer player allies will respond to your flares.

Alliance & Tribute – Brings up the Alliance & Tribute screen where you can make or break alliances with other players and give tributes of resources. You can also set to whom to send custom chat messages.

In-Game Options/Summary – This button gives you access to several options, including Save Game, Quit Game, Game Settings and Resign. There is also a summary of the chosen game options.



■ Unit Information Area

When you select something in the world, the Unit Information Area appears at the bottom-left of the screen. The Unit Info Area provides information about what you have selected, including its attributes, such as Attack strength and Hit Points, and whether an Innovation has been applied to it. Mouse-over help explains each icon.

■ Button Area

Between the Unit Info Area and the Mini-map is the Button Area. Buttons of various types appear in this area when you select a unit or building.

Action Buttons – Allow you to give special commands to your units.

Build Buttons – Tell your Citizens what to construct.

Production Buttons – Use Production buttons to train units, upgrade units and research all types of technologies.

Formation/Behaviour Buttons – Assign Formations and Behaviours to your units. These are standing orders that units follow until you assign a different Formation or Behaviour.

■ Unit Display and Unit Groups

Along the bottom of the screen are two areas that help you keep track of your units. The double arrow lets you adjust how much space is devoted to each.

Unit Display – Displays the icons of any units that are currently selected. It also displays a transports cargo and units garrisoned inside a selected building. Left-click on an icon to select that unit. If you click on the icon of a unit that is inside a building, it exits the building.

Unit Groups – Lets you organise your units (or buildings) into useful groupings. To add units to a group, select the units you want and then left click on an empty “slot.” After that, simply click on that slot to select that group. To remove a group from a slot, right click on the slot and it becomes empty again. Double-click to centre on that group.

TIP: Each Unit Group slot corresponds to a hot key on your keyboard. For example, to assign selected units to slot 1, press Ctrl and 1 on your keyboard. Then press the 1 key at any time to select that group.

The Mouse and the 3D Camera

■ Mouse Pointer

Move the mouse pointer to the edge of the screen to scroll the map. Move it over an object or button to view help text about that object or button.

■ Mouse Buttons

As a convention, a “click” means the same as a “left-click.” If you’re left handed, you can reverse the left and right mouse button assignments in the Game Settings on the Interface screen.

Left-Click to:

- **Select a Unit or Building on the Map** – You can also select multiple units by left-clicking and dragging a “lasso” around the units you want to select. Select all currently visible units or buildings of the same type by double-clicking on one.
- **Pick a Location or Target on the Map** – For example, left-click to place a building, select a target for an action, assign an Innovation to a unit or activate a map-based Classified Project.
- **Press a Button** – Works on any kind of button in the user interface.

Right-Click to:

- **Issue an Order or Assign a Task** – Once you have one or more units selected, right-click to: issue orders such as move or attack, assign a task like gathering resources or have units enter a specific transport or building.
- **Cancel an Action** – If you’re about to initiate an action, you can right-click anywhere to cancel that action.
- **Remove a Production Order** – You can right-click a Training, Build or Research button to cancel that production order.

■ Camera Controls

Empires: DMW has a 3D camera, meaning you can look at the game world from any angle. Hold down both mouse buttons at once and move the mouse to rotate the camera in three-dimensional space. Press the **Home** key on your keyboard to return to the default view.

The default camera view points “north” at an angle to the ground. To change the default viewing angle, press the **F6** hotkey. There are three different viewing angles you can toggle through. Press **F7** to toggle through the three camera zoom modes.

■ Mouse Wheel

Use the mouse wheel to zoom the 3D camera in and out. Hold in the mouse wheel button and move the mouse to “grab scroll” the screen.

NOTE: Zoom and F6 & F7 are disabled on low graphics settings.

Game Basics

■ Movement

To order units to move, simply select the units and right-click a destination on either the main map or the Mini-map. The units will then move to that destination automatically, ignoring enemies along the way.

To have units face in a particular direction, drag the mouse pointer while holding in the right button. An arrow appears indicating the direction the units will face upon completion of their move order. **Note that this has the added benefit of ordering all the selected units to move to their destination at the same (average) speed.**

TIP: Click a units Explore action button to have it explore the map automatically. To give a unit a set path to follow, hold down the Shift key and right-click to set a “waypoint.” Set as many waypoints as you wish. The unit will follow each waypoint in the order that you set them.

■ Attack

To attack an enemy, select the unit(s) you want and then right-click on an enemy unit or building. If the enemy is out of range, your units attempt to move into range and then attack. Note that idle military units automatically engage enemies that enter their range (depending on their Behaviour).

TIP: To have a unit move to a destination and attack any enemy units along the way, click that units Attack-Move action button and then left-click a destination. Or hold in the Control (CTRL) key and right-click on a destination.

■ Special Actions

Many units in Empires: DMW can perform special actions or attacks. Generally, you assign a special action by clicking a units Action button and then, if necessary, left-clicking on a target unit or location. Typically, activating these actions costs the acting unit some “Power,” which is then automatically regenerated over time. When multiple units are selected, all action buttons appear (if Citizens are also selected, a toggle button switches between Action and Build buttons). The Advanced Help Text explains what each action does as you mouse-over its button.

■ Autoattack

You can also order a unit to automatically use a special attack. Right-click on the appropriate Action button to turn on Autoattack for that action. A circle appears on the Action button. The unit will then always use that special attack whenever it can. Right-click again to turn Autoattack off. (Note that the Autoattack feature works for most, but not all, kinds of special attacks.)

TIP: A units special action (or first special action if there's more than one) can also be activated by selecting the unit and pressing the F1 hotkey.

■ Citizens

Your Citizens are your workers. Citizens carry out many vital tasks for your civilization.

Gather Resources – Citizens mine for gold and stone; chop trees for wood; and hunt animals, forage and farm for food. Citizens automatically gather a resource until they can carry no more, then they return to the nearest Settlement or Town Centre to drop off their load. Gathering continues until the resource site is depleted or you give the Citizens new orders. (Fishing boats catch fish for food and return to the nearest dock.)

To have Citizens gather a resource, select the Citizens and right-click on a resource site, such as a gold mine. More than one Citizen can gather from a single site (except farm plots, for which only one Citizen is needed), but there is an upper limit on how many can gather from a single site at once.

Construct Buildings – Another crucial duty of Citizens is the construction of buildings and other structures, like walls. Each building costs a certain amount of resources, which are deducted from your stockpiles automatically when the building is placed on the map.

To construct a building, select one or more Citizens and click on the button corresponding to the building you want to construct. An image of the building appears in place of the mouse pointer. Left-click on the map to place the building at that location (right-click cancels). If the building image is red, it means you cannot construct the building there—try a different location. Your Citizens then move to the site and begin construction.

Garrison Settlements – Citizens can Garrison a Settlement to turn it into a full-fledged Town Centre (6 Citizens are required). Town Centres produce new Citizens and research advancement to the next Age. Note that when a Citizen enters a Settlement, the Citizen remains inside permanently as a government worker, but no longer counts against your population.

NOTE: Citizens from certain civilizations have modified versions of these abilities and some even have additional abilities. Consult the Civilization Card or the relevant chapter in this manual for more information about each civilization.

■ Building Production

Buildings produce units and research technological advancements. The use of units and technologies is explained in the help text, on the Civilization Cards and in the individual Civilization chapters later in this manual.

Training Units – All units are produced by “training” them in a building. To train a unit, select the building where it is to be trained and click on the units Training button. For example, to produce a tank (and train its crew), select a Tank Factory and click on the tank’s **Training** button.

*TIP: To queue five of a unit (if you have enough resources), hold in the **Shift** key on your keyboard and click a Training button.*

Upgrading Units – As you advance Ages, some types of units can be modernised by upgrading them. To upgrade a unit type into a more modern version, click on the appropriate Upgrade button. Upgrade buttons for units appear directly above their predecessor’s Training buttons in a building.

Researching Technologies – There are three kinds of Technologies you can research in Empires: DMW. As with Training buttons, click on the Technology you wish to research, and it is added to that building’s production queue.

- **Economic Technologies** – These are major technological advances that take effect as soon as research is completed. Their economic benefits last the rest of the game. For example, researching Gold Rush increases the rate at which your Citizens gather gold. You research Economic Technologies at a Settlement or Town Centre.

- **Classified Projects** – Classified Projects are powerful achievements that can turn the tide of a battle or even change the course of a game if used wisely. Research Classified Projects at your University (there are a few exceptions—see the Appendix for more information). Once researched, most Classified Projects are stored for later use as icons at the top left of the screen. When you’re ready, click on an icon to activate that Classified Project. In general, Classified Projects have an instantaneous effect or stay active for only a short period of time. Note that some Classified Projects require that you pick a target when you activate it.

NOTE: Some Classified Projects are not stored for later use. Like Economic Technologies, they take effect immediately and their effects last the rest of the game. For example, the UK can research Antibiotics, which permanently increases the health of its Citizens and troops.

- **Innovations** – Innovations are military advances that greatly improve those units equipped with them. Research Innovations at your Armoury. Each Innovation boosts an attribute such as speed or attack strength, or has an effect such as lowering a units cost. Researched Innovations, like Classified Projects, are stored for later use as icons at the top left of the screen. When you want to give an Innovation to a type of unit, click on its icon and then click on a unit. All units of that type immediately receive the advantage provided by that Innovation. No more Innovations can be given to that type of unit and the Innovation, once given, cannot be removed. (Note that some units cannot receive some types of Innovations.)

Setting Rally Points – For buildings that produce units, you can set a Rally Point around which new units will automatically congregate once trained. Simply click the Rally Point button, then left-click on the main map or the Mini-map to place a rally point flag. (Alternatively, simply right-click on the map when you have the building selected.) A Town Centre’s Rally Point can be placed on a resource site to order newly created Citizens to gather from that site. An Airports Rally Points order fully repaired aircraft in the Airport to fly to that point and attack any nearby enemies.

TIP: You can “queue up” training, upgrade and research orders by clicking Production buttons more than once. The number on the button indicates how many of that item are in the building’s production queue.

■ Advancing Ages

There are five different Ages in Empires: Dawn of the Modern World: Medieval Age, Gunpowder Age, Imperial Age, World War I and World War II. You advance from one Age to the next by expending a quantity of resources to research the scientific and social fundamentals that are necessary for life in the new Age. A special Research button in your Town Centre allows you to make the advancement. Once research is complete, new units, unit upgrades and technologies become available to you.

Civilization Transitions

Some civilizations rose to world power status by the 20th Century. When you choose to advance from the Imperial Age to World War I, you have the opportunity to select one of these world powers to control for the remainder of the game. (Your choice of a new civilization varies depending on which Civilization you led in the previous Ages.) You keep all the units, buildings and technologies you have accumulated so far and will gain access to those that are available to the new civilization.

■ Getting Help

In addition to this manual, the Civilization Cards included with Empires: DMW provide a quick reference for all the Civilizations in the game. The “roll-over” help system also provides a wealth of information. When you move the mouse pointer over most things in the game, help text tells you what it is, what it does and any associated hot keys or costs. (Once you are familiar with the game, you can turn off the Advanced Help in the Game Settings if you wish.)

CIVILIZATIONS

The civilizations in Empires: DMW are a cross section of the most powerful nations in the world during the time periods represented in the game. These Civilizations are: China, Korea, England and the UK, the Franks and France, Germany, Russia and the United States. Each civilization is distinctive, with its own unique military and economic abilities, Classified Projects, troops and weapons. Consequently, each civilization plays differently, allowing different strategies to be developed for each one.

The following chapters present overviews of each civilization. They provide historical examples and interesting details about many of the abilities and units of each civilization. For a complete summary of all the capabilities possessed by each civilization, please consult the Civilization Cards. Technology trees for each civilization are provided in the Appendix at the end of this manual.

CHAPTER 3: CHINA

The Chinese Empire traces an almost continuous history from the Qin Dynasty founded in 221 BC to the Qing Dynasty which ended in 1912. Throughout this time, many different cultural groups have called China their home. This diversity has brought great innovation and prosperity, but also great conflict.

In 960 AD, the Empire reunited under the Song. China reached a level of civilization during the Song Dynasty unrivaled anywhere in the world. The invention of printing increased literacy as religious texts, medical books and general encyclopedias became available. Confucianism regained popularity, deeply influencing both government and culture. The economy rapidly expanded, ushering in an economic system based on paper money—the first in the world. Manufactured goods became widely available and trade grew, especially overseas. The population also grew, with some cities reaching one million inhabitants and the total population exceeding 100 million people.

Eventually, the Song in the north, weakened by flawed foreign policy and internal corruption, fell to invaders in 1127. The Southern Song Dynasty, however, continued for another 150 years—until the coming of the Mongol horde. The Mongols finally subdued the Southern Song in 1279 after four decades of fighting, establishing the Yuan Dynasty over all of China. They also gained control over the entire Silk Road, which opened trade with nations to the west. But in fewer than 100 years, the Chinese people rose up and reclaimed their lands from the Mongols, forming the Ming Dynasty in 1368. The Ming looked back to the Song, emulating its politics and culture. This inward perspective engendered a very stable and vibrant society, allowing the population, which had declined during the Mongol invasion, to grow once again, reaching 130 million by 1644.

That year a disaffected commoner named Li Zicheng rose to become a successful rebel leader. He captured the capital of Peking and the Ming Emperor soon committed suicide. Ming loyalists sought help from the Manchus to the north who had been gaining power for decades. The Manchus came and kicked out the rebels, but then seized power for themselves, forming the Qing Dynasty. Manchu hegemony endured until the 19th Century, when conflicts with Western nations and war with Japan began to take their toll. Revolutionary forces within China gathered their strength and finally ousted the Qing. When the last emperor stepped down in 1912, the Republic of China was born.

Military Abilities

■ Art of War **

USE: Follow Sun Tzu's tenets for an efficient, mobile army by training all soldiers and cavalry at a single structure called a War Camp.

DESCRIPTION: This ancient text, attributed to Sun Tzu, influenced warfare for centuries. It stressed the importance of using the terrain to your advantage and employing flexible strategies because battles are inherently unpredictable.



■ Monsoon

USE: Heavy rains slow the movement of enemy land and sea units. Lightning strikes damage air units. Chinese Commoners, familiar with local weather patterns, are able to forecast monsoons.

DESCRIPTION: Summer monsoon winds bring powerful storms with heavy downpours and even lightning.

■ Siege Craft **

USE: Chinese Commoners are able to construct siege and field weapons with their own hands, making Siege Factories unnecessary.

DESCRIPTION: Throughout China's vast history, skilled craftsmen have handmade many things, from household items to weapons. When required, people even constructed siege engines out of whatever material was available.

Economic Abilities

■ Ancient Dynasties **

USE: The legacy of past dynasties provides additional food to the current dynasty.

DESCRIPTION: Early Chinese dynasties provided much cultural and material wealth to the dynasties that arose after them.

■ Confucian Values **

USE: Confucius taught the value of the family unit, so Commoners cost fewer resources and count less toward total population.

DESCRIPTION: Confucius (551–479 BC) believed the stability of the state was rooted in strong family values. Chinese government and politics for 2,000 years was based on Confucian thought.

Classified Projects



■ Black Market

USE: Evens out all your resource inventories to an average value.

DESCRIPTION: Early in the 15th Century, Admiral Zheng He took several unprecedented voyages of trade and discovery, the furthest to eastern Africa. The Chinese officially ended such voyages after Zheng He's death, prompting a thriving black market to develop along the old trade routes.



■ Collapse Mine

USE: Cave in a mining site of your choice—your enemies must clear the rubble before they can continue mining.

DESCRIPTION: To deny the enemy resources can make him ill-equipped and unable to field reinforcements, according to Sun Tzu's *The Art of War*.



■ Fireworks

USE: Frightening fireworks startle enemies into wild attacks that may strike friend or foe.

DESCRIPTION: The Chinese invented black powder, an early form of gunpowder, before the 10th Century AD. Those unaccustomed to the loud, bright displays were usually terrified.



■ Mother of Lightning

USE: Flatten a building or a small group of enemies with lightning sent from this Taoist Immortal.

DESCRIPTION: Tian-mu, whose name means "Mother of Lightning," is the Taoist Immortal who controls lightning. Lightning and thunder, it is said, are signs that a wrong has been set right.



■ War Drums

USE: The sound of war drums heralds the coming army, panicking enemies and draining their Power.

DESCRIPTION: War drums were often used in Chinese and Mongol armies to signal the troops to move or attack. Beating drums also kept their enemies on edge.

Buildings



■ Housing

Chinese homes provide space for a growing population and, with their large families, have an exceptional line of sight.



■ War Camp

USE: Produces all Chinese military units (except Siege and Field Weapons).

DESCRIPTION: The mobile War Camp can be traced back to the tribes of Mongolia. The Mongols were nomadic, but they did not wander aimlessly in search of food. Rather, they moved to specific areas with the changing seasons.

The armies of Genghis Khan and his successors were known for their mobility. War Camps were bases of operation where troops trained and leaders planned the coming battle. Once victorious, the Mongols packed up their camp and moved on to the next conquest.

Units



■ Chu-Ko-Nu

USE: Foot Archer who fires a barrage of arrows.

DESCRIPTION: Known in Chinese as a Chu-Ko-Nu, this "repeating crossbow" held a magazine of bolts that could be fired in rapid succession.



■ Flying Tiger Warship

USE: A powerful battleship capable of transporting troops.

DESCRIPTION: The Song navy had a secret weapon called the Flying Tiger Warship, the world's first paddle boat. Moving without visible oars or sails, it terrified enemies. The Flying Tiger reportedly launched thunder crash bombs—an early gunpowder weapon that exploded on impact.



■ Fork Cart

USE: A melee siege weapon used for destroying walls and buildings.

DESCRIPTION: The fork cart was a combination of a catapult and a battering ram.



■ Companion Archer

USE: Foot archer, good against other archers.

SPECIAL: A shield-bearer can deploy a shield to protect the archer from ranged attacks, but the archer then cannot move.

DESCRIPTION: Some young Chinese men, not unlike knightly squires, were called upon to serve a man of higher rank. It became their sworn duty to protect their lords, even bearing a shield for them into battle.



■ Mongol Horseman

USE: An agile cavalryman with a bow, good against spearmen.

DESCRIPTION: The Mongols poured out of the north and ultimately took over China, creating the Yuan Dynasty in the 13th Century. Mongol horsemen were exceptional archers, with bows effective to a range of 300 yards.



■ Siege Crossbow

USE: Powerful siege weapon that can kill almost any unit in one shot.

DESCRIPTION: A double-bow crossbow uses a second bow to increase the force imparted to the projectile. After the Chinese invented gunpowder, they created incendiary projectiles that exploded against the target.



■ Taoist Sorcerer

USE: A wise religious figure with the knowledge to heal friendly units.

SPECIAL: Able to petrify enemies with fear and call forth destructive volcanoes.

DESCRIPTION: Taoist priests use ritual magic to harness their te, or inner virtue. Once in tune with it, they believe they can heal the infirmed and even become immortal. Immortals were said to have supernatural powers.



■ Thunder Boat

USE: An explosive-packed ship that causes widespread damage when detonated.

DESCRIPTION: The Song were perhaps first to employ a gunpowder weapon at sea. Sailors loaded a simple wooden boat with black powder, guided it toward an enemy vessel, then jumped off as it rammed the enemy and exploded.

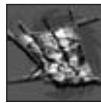


■ War Elephant

USE: Used as heavy cavalry to break through the front lines.

SPECIAL: A stampede attack tramples foes by running over them.

DESCRIPTION: Strong, resilient and able to strike fear into the enemy, elephants were often employed to breach the front lines, not unlike modern tanks.



■ War Kite

USE: An early air unit that rains down arrows while remaining out of reach of melee units.

DESCRIPTION: Invented in China, kites were first made of bamboo and silk. Chinese legend tells of men ferried aloft by large kites to spy on enemy positions and even harass them with arrows.

CHAPTER 4: KOREA

The Korean peninsula sits between China to the north and Japan across the East Sea. Its location has made Korea a crossroads of cultures, ideas and conflicts. In 918 A.D., General Wang Kon established the Kingdom of Koryo (from which the name Korea derives). He persuaded the leaders of the declining Silla Dynasty to surrender peacefully, reuniting the peninsula under the Koryo Dynasty in 935. Later Koryo kings strengthened the country's defenses and overhauled the central government, adopting a Confucian system similar to China's. Then, trouble came from the north.

The Mongols conquered China and then invaded Koryo in 1231, forcing it to become a tribute state. When the Mongols were driven out of China, the Koreans were able to assert their own independence. Then, in 1392, General Yi Song-gye orchestrated a coup and deposed the last Koryo king, establishing the Yi Dynasty that lasted until 1910. He named the country Choson, meaning "Land of the Morning Calm," and established a new capital at Seoul. Arts and sciences flourished in Choson, with one of the highpoints being the development of the ingenious Korean phonetic alphabet called Hangul.

Choson armies were organised locally, but the generals were kept in Seoul to lessen any temptation of using their troops in a bid to topple the government. Men in the central army, which defended the capital, were professional soldiers, but outlying armies were made up of local conscripts. As a result, when the Japanese invaded Korea in 1592, Japan's greater firepower and exceptional numbers were too much for the defenders. Seoul was evacuated and then brutally occupied by the Japanese. However, decisive victories at sea changed the course of the war. The brilliant admiral, Yi Sun-Sin, developed the famous Turtle Boats, the earliest ever ironclad warships. Using superior tactics and just 12 Turtle Boats, Admiral Yi decimated a Japanese fleet of more than 100 ships, sinking 31 and chasing the survivors away, thereby cutting the enemy's supply lines. Defeated at sea and increasingly harassed on land, the Japanese withdrew, but returned with a new army four years later. The Koreans, allied with Ming China, beat back the Japanese onslaught, and Admiral Yi won additional decisive victories. When Japanese leader Toyotomi Hideyoshi died in 1598, the Japanese finally pulled out and the Koreans were victorious.

Military Abilities

■ Battle Junks **

USE: Korean battleships, based on basic junk designs, have cargo space which allow them to transport troops and weapons.

DESCRIPTION: Warships in the Far East often carried troops for ship-to-ship assaults. When Admiral Yi's Turtle Boats were built, spikes were added to the armoured roof to thwart enthusiastic enemies looking to board.

■ Bondservants **

USE: Increase your workforce by capturing enemy Citizens. For every enemy Citizen you kill, a new Commoner appears at your Town Centre, ready to work.

DESCRIPTION: The class system in Korea during the Koryo and Choson Dynasties was hereditary. The children of slaves and those bonded into service remained servants. Captured outsiders, especially those considered lowborn, were sometimes pressed into such service.



■ Martial Arts

USE: Well-trained Korean warriors can temporarily increase their rate of fire and speed. Afterwards their speed and attack rate briefly drop below normal while they recover.

DESCRIPTION: Martial arts flourished during the Silla Dynasty. The elite Hwarang helped bring these arts to all of Korea. Military training during the subsequent Koryo Dynasty included the teaching of unarmed forms of combat, such as tae kyon and soo bak. Twenty-four forms of armed combat were also taught.



■ Zen Master

USE: Disciplined troops can make themselves less susceptible to attack for a short time. Activate the Zen Master ability at a Temple then apply it to a group of nearby units.

DESCRIPTION: Zen Buddhists use meditation to still their thoughts and help achieve inner peace. With a clear mind comes tranquillity and the ability to shut out the negative influences of the external world, such as pain and desire.

Economic Abilities

■ Kinship **

USE: Extended Korean families provide additional workers at the start of the game.

DESCRIPTION: Korean families are clan-like, including members who may be only distantly related. The family bond is strong, as is the loyalty and deference to the family patriarch.

■ Planned Cities **

USE: Workers construct buildings at a faster rate thanks to careful planning.

DESCRIPTION: The city of Seoul was founded in 1392 as the capital of the Choson Dynasty. It was well planned, with defensive walls and gates, a grid of streets, and magnificent government palaces.

■ Provincial Markets **

USE: To keep up with local demand, hunting and fishing are more productive, and gold is accumulated from mines at a faster rate.

DESCRIPTION: During the Choson Dynasty under King Sejo, Korea was divided into eight administrative provinces. Nearly all Korean trade took place between the provinces. Foreign trade was insignificant by comparison.

Classified Projects



■ Buddhism

USE: The philosophy of Buddhism temporarily lowers to zero the resistance your opponents have to conversion. Monks can then convert enemies instantly.

DESCRIPTION: Buddhists seek to end suffering and achieve enlightenment by following the Eightfold Path of the Buddha's teachings. During the Koryo Dynasty, Buddhism became Korea's state religion.



■ Ki Hap

USE: A bloodcurdling battle cry increases the amount of damage enemies take in battle. Choose the group of enemies on which to employ Ki Hap.

DESCRIPTION: The yell helps focus the mind and body together on the strike and has the added effect of disheartening a foe.



■ Typhoon

USE: A land-based storm with heavy rain and lightning that damages land and air units.

DESCRIPTION: Typhoons, called hurricanes in the Atlantic, have long battered the Korean peninsula. Most common in late summer, typhoons bring heavy rains and winds and can cause massive destruction.

Buildings



■ Housing

Build houses to increase Korea's population capacity.



■ Temple

USE: Trains Monks.

SPECIAL: Korean Temples heal nearby friendly units. They also have the ability to impart the Zen Master ability on units in the vicinity. Requires an armoury.

DESCRIPTION: The Silla constructed beautiful Buddhist temples and pagodas, but many more were built during the Koryo dynasty.

Units



■ Bomb Slinger

USE: A soldier who slings bombs, effective against grouped infantry.

SPECIAL: The thrown bomb has a timed fuse, going off after it lands.

DESCRIPTION: A sophisticated variant of early gunpowder weapons was a bomb with a timed fuse. In addition to mortars, cheaper slings were employed so men could throw bombs a good distance by hand.



■ Choson Trident

USE: Effective against sword infantry and sword cavalry.

SPECIAL: All Korean spearmen may briefly stun cavalry units they attack.

DESCRIPTION: The trident is a three-pointed spear that developed out of earlier spear designs, especially the glaive-like "crescent sword." Tridents were generally used by guardsmen, elite soldiers and officers.



■ Fire Cart

USE: A field weapon effective against ranged infantry and ranged cavalry.

DESCRIPTION: Later models were capable of firing 100 rocket arrows almost simultaneously, causing havoc among an enemy formation unlucky enough to be caught in the weapon's fearsome hail of missiles.



■ Fire Oxen

USE: Exploding livestock, capable of doing widespread damage. Very effective against grouped melee units.

DESCRIPTION: Introduced to Korea by China, fire oxen were live animals fitted with explosives. Troops stampeded the unfortunate creatures toward enemy lines, where they exploded in spectacular fashion.



■ Gatling Gun

USE: An early machine gun, good against infantry.

DESCRIPTION: Korea and the United States signed a formal treaty of friendship in 1882. Exchanges between the two countries followed, and modern weapons, such as the Gatling gun, were brought to Korea in an effort to modernise her military.



■ Koryo Hwarang

USE: A well-trained warrior who excels against other melee units.

SPECIAL: Able to kill an enemy in one blow if the enemy is below 50% health.

DESCRIPTION: The Hwarang were young men of the aristocracy, well educated and trained in martial arts to become elite warriors.



■ Monk

USE: A religious figure used in support of the troops.

SPECIAL: Automatically converts enemies within range. Also able to contaminate enemies with Bad Karma, which weakens them over time.

DESCRIPTION: The Japanese invasion of Korea in 1592 forced King Sonjo out of Seoul. In an effort to free his country, he asked the Buddhist monk Hyujong to lead his fellow monks in the cause. Thousands answered the call, fighting bravely against the invaders.



■ Powder Keg Wagon

USE: Supports nearby friendly troops by replenishing their power.

SPECIAL: Demolishes mine sites, which must be cleared of rubble.

DESCRIPTION: Ox carts were once the primary means of transporting Korean goods. In times of war, oxen transported materiel to the troops.

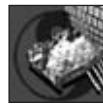


■ Rocket Cavalry

USE: A rocket-firing cavalryman that destroys sword cavalry and buildings.

SPECIAL: Able to drop caltrops to slow and damage enemy units.

DESCRIPTION: A Chuhwa was essentially a rocket launcher wielded by a man on horseback. It had tremendous firepower.



■ Turtle Boat

USE: Exceptional ironclad battleship, good against other ships.

SPECIAL: Able to fire all cannon at once in a devastating barrage. Capable of transporting troops across water.

DESCRIPTION: The Turtle Boats of Admiral Yi were perfected ships of war. Called Kobukson in Korean, they were well armed and armoured, giving them their distinctive turtle-like appearance.



■ Twin-Sword Cavalryman

USE: Excellent at chopping down gun infantry.

SPECIAL: Gains health as he inflicts damage on enemies.

DESCRIPTION: Masang ssang gum is the Korean art of wielding two swords on horseback.

CHAPTER 5: ENGLAND

Duke William of Normandy, angered at not being named King of England as promised, launched an invasion of the island in 1066. The Normans defeated the English at the Battle of Hastings and William "The Conqueror" became King. It was the last time England was successfully invaded.

As time passed, England sought to maintain control of her lands in France as well as gain new territory. Centuries of on-and-off fighting and questions of rightful succession to the French throne culminated in the Hundred Years' War (1337–1453). English possessions on the continent grew slowly at first. Then, after an unplanned truce when both countries were dealing with internal problems, King Henry V of England renewed the offensive while the French were still fighting a civil war. Henry won important battles at Harfleur and Agincourt in 1415 and went on to retake Normandy, ultimately securing the Treaty of Troyes and becoming heir to the French throne. But Henry died of disease in 1422 and the French rallied to win the war, reclaiming almost all English holdings by 1453.

England later focused on overseas expansion, facilitated by the defeat of the Spanish armada. English explorers of the 16th Century were navigating the globe, ignoring Spain's territorial claims overseas and harassing Spanish ships. Fed up, King Philip II of Spain sent the armada to invade England in 1588, but superior English ships and tactics coupled with foul weather destroyed the armada. With that, England was saved and her

navy became the strongest in the world. The English established colonies in the New World and later in Africa, India, Australia, Southeast Asia and the Pacific. By the mid-1800s, British-controlled territories accounted for one-fourth of the world's land mass and total population, resulting in the phrase, "The sun never sets on the British Empire."

Military Abilities



■ Ballistics **

USE: All English archers, cannon and towers can hit moving targets.

DESCRIPTION: Ballistics is the science of the motion of projectiles. During the Hundred Years' War, Englishmen skilled with a longbow could kill targets more than 200 yards away.



■ Bombardment

USE: Field weapons may fire either straight ahead or in a high arc, like a siege weapon. While in "bombardment" mode, the weapon is immobile but uses more powerful munitions that damage a widespread area.

DESCRIPTION: As with archers, knowledge of a projectile's motion was important to cannoneers. Raising the angle of a weapon allowed projectiles to be fired over obstacles such as walls.



■ Secret Service

USE: An agent of the Crown reports on an area of the map you choose, temporarily lifting the Fog of War in that area. Request a report at your Town Centre.

DESCRIPTION: The Secret Service was founded in the 1500s to protect Queen Elizabeth I and guard Protestant England against Catholic threats.



■ Spike Pits

USE: This devilish booby trap, built by English Subjects, skewers enemies who pass over it. The concealed pits are invisible to most enemies.

DESCRIPTION: Throughout military history, battlefields have been prepared ahead of time with many kinds of traps and obstacles. The use of such tactics gave an army a distinct advantage over an unwary enemy.

Economic Abilities

■ English Gardens **

USE: English Subjects have greater health, a stronger attack and can carry more resources due to the vitality provided by working the land.

DESCRIPTION: Gardening has long been a favourite pastime of the English. Private vegetable and herb gardens were known in the Middle Ages.



■ Imported Foodstuffs

USE: Subjects can build Food Warehouses, which accumulate food for England automatically. (England and the UK start with one Warehouse.)

DESCRIPTION: England regulated food imports in various ways. The Navigation Acts restricted the transport of colonial goods to ships flying the English flag. Trade increased, but so did shipping costs, in part leading to the American Revolution.

■ Masons Guild **

USE: English Subjects must initiate construction of a building or structure, but may then go elsewhere as the Masons Guild steps in to complete the work automatically.

DESCRIPTION: The establishment of craft guilds in Medieval Europe coincided with the rise of trade industries. As labour became more specialised, guilds helped promote crafts such as masonry and organise employment in local areas.

■ Royal Geological Society **

USE: Surveyors map all resource sites near your Town Centre (which appear through the Fog of War and on your Mini-Map at the start).

DESCRIPTION: Founded in 1807, the Geological Society of London received its Royal Charter in 1825. Its stated goal is to investigate the mineral structure of our planet.



■ Welsh Mining Camps

USE: Subjects can construct Mining Camps over existing gold and stone deposits to mine those resources automatically.

DESCRIPTION: Welsh miners laboured hard in dirty pits and mines, providing raw material for Britain's industrial revolution.

Classified Projects



■ Channel Storm

USE: Channel storms must form over water. Such storms damage all enemy ships in their area. (You have control over the storm's movement.)

DESCRIPTION: In 1588, storms around Great Britain helped the English defeat the Spanish armada. Of the 130 ships in the armada, perhaps one-fifth fell victim to foul weather, more than those sunk by English guns.



■ Mercenaries

USE: When you hire mercenaries, armed troops appear at your Town Centre, ready to carry out your orders.

DESCRIPTION: Hired armies were common before national standing armies became standard. Mercenaries were utilised in many of England's conflicts, including the entire span of the Hundred Years' War.



■ Royal Proclamation

USE: A Royal Proclamation instantly restores full health to all your units.

DESCRIPTION: In August 1775, King George III issued the Proclamation of Rebellion in which he declared the American colonies to be in revolt. He appealed to all English subjects to resist the American rebels.

Buildings



■ Housing

In addition to increasing population capacity, hospitable English houses regenerate power for nearby friendly units.

Units



■ Barge

USE: A repair vessel for the fleet.

SPECIAL: Repairs nearby friendly ships. Able to fire Chain Shot to destroy the sails of enemy vessels, which become immobile for a time.

DESCRIPTION: The barge acts as a floating platform for ship maintenance and repair. The barge is further equipped to fire chain shot.



■ Battlefield Surgeon

USE: Supports the troops in battle by treating wounds.

SPECIAL: Heals injured troops and revives those who are mortally wounded. Revived enemies join your side.

DESCRIPTION: Post-surgical mortality rates dropped dramatically following the advent of germ theory, anesthesia and antiseptics in the mid-19th Century.



■ Crossbowman

USE: An archer who works best in support of other troops.

SPECIAL: His regular attack fires a poisoned bolt that temporarily slows down enemy targets. He can also fire a flaming bolt, which continually damages a target over time.

DESCRIPTION: Thanks to metal bolts, metal bows and mechanical aids—such as a winch to assist in drawing the string—a crossbow bolt could penetrate even plate armour.



■ Highlander

USE: A swordsman who excels against other melee infantry.

SPECIAL: The fierce Whirling Thunder attack damages all surrounding enemies.

DESCRIPTION: After William I conquered England in 1066, Scottish Highlanders resolutely maintained their separate heritage.



■ Longswordsman

USE: A swordsman who is particularly effective against archers.

SPECIAL: He is able to raise his shield to engage enemy archers, reducing the damage he takes from arrows, but increasing the damage he takes from melee weapons.

DESCRIPTION: In England, it was common to fight with a sword in one hand and a shield called a buckler attached to the other arm.



■ Oil Smithy

USE: Good for clearing a clumped group of enemies.

SPECIAL: Flaming oil attack burns multiple targets.

DESCRIPTION: In the days of melee combat, fields were sometimes prepared before a battle by drenching them in oil. When the enemy arrived, the field was set ablaze.



■ Regimental Drummer

USE: Plays a support role in an army.

SPECIAL: Increases the speed and morale of nearby troops. Troops with high morale take less battle damage.

DESCRIPTION: Military drummers have traditionally kept the troops entertained and in high spirits.



■ Trebuchet

USE: A heavy siege weapon that takes out both buildings and infantry.

SPECIAL: Launches the carcass of a diseased cow to spread the Black Death among the targets.

DESCRIPTION: Prince Louis of France brought the trebuchet to England in the early 13th Century. Trebuchets were the ultimate siege weapons of their day, launching 300 pound stones and even decaying animals a great distance. Legend says the 14th Century outbreak of the Black Death began at the Siege of Caffe, when attackers lobbed plague-ridden corpse into the town.



■ HMS Victory

USE: Battleship, good for sinking other ships and offshore shelling.

SPECIAL: Any English battleship can be designated the fleet's one and only Flagship. The Flagship can fire heated shot to severely damage a target.

DESCRIPTION: The HMS Victory took part in many battles, but is best known as Admiral Horatio Nelson's flagship at the Battle of Trafalgar (1805). Though Nelson fell, no English ships were lost as they decimated a combined French-Spanish fleet.

CHAPTER 6: UNITED KINGDOM

The unification of England, Scotland, Wales and Ireland into the United Kingdom came about through a series of Acts of Union passed from the 16th Century to the 19th Century. Over the next 100 years, the British Empire reached its zenith. But then, in the 1910s, war clouds formed over continental Europe. Britain joined an alliance with France and Russia to face the Central Powers of Germany, Austria-Hungary and Italy. When hostilities broke out in 1914, the Royal Navy began a blockade of Germany, and an expeditionary force went to help France. To the British, the war became a fight for democratic ideals. But neither side could gain an advantage, and by spring 1915, the ground war was at an impasse. British forces were more successful elsewhere, all but destroying the German surface fleet and securing German colonies overseas. The stalemate finally ended once the US joined the Allies. Germany surrendered in 1918.

As Europe began to move again toward war in the late 1930s, Britain attempted to solve the disputes diplomatically. But when German forces invaded Poland in 1939, Britain and France declared war. France fell unexpectedly in June 1940, and the UK suddenly found itself facing Germany alone. In July, the German High Command ordered the Luftwaffe to destroy Britain's air power, thus paving the way for an invasion. German planes began bombing London and other population centres in late August and, for a stretch of 4 months, Londoners suffered bombing raids nearly every night. Although the Royal Air Force was outnumbered 4-to-1 in overall aircraft, radar and intelligence gathered from cracked German codes helped make up the difference. By the spring of 1941, the Luftwaffe had lost nearly twice as many aircraft as the RAF. The UK won the Battle of Britain, and the island nation was never again threatened by a German invasion.

Military Abilities

■ Capture Equipment **

USE: The British can capture enemy siege and field weapons by eliminating any other enemy units around the weapons and damaging them to below 50% of their hit points (in essence, killing the gun crew).

DESCRIPTION: In both World Wars, captured enemy equipment was used to supplement armies on the front where attrition was high.



■ Land Mines

USE: Citizens can lay mines, which explode when enemies pass over them.

DESCRIPTION: Land mines were not widely used before WWII, when extensive mine fields were laid by all major combatants. In WWI, however, artillery shells were buried as crude mines in an attempt to disable tanks.



■ Secret Agents

USE: MI-6 agents report on an area of the map you choose, temporarily lifting the Fog of War there. Request a report at your Town Centre.

DESCRIPTION: The British Secret Intelligence Service, also known as MI-6, was founded in its modern form in 1909. Its primary function was to conduct espionage outside of the UK, and it did so expertly in both World Wars.

Economic Abilities

■ British Endurance **

USE: The stalwart Citizens of the UK have greater health, a stronger attack and are able to carry more resources compared to other civilization's Citizens.

DESCRIPTION: The German Luftwaffe bombed London and other cities for five months in 1940-41. Many thousands of civilians died and many more homes were destroyed during the Blitz, but the courage and determination of the British people could not be shaken.

■ Exchequer **

USE: England begins with a cache of additional food and stone.

DESCRIPTION: Founded in the 12th Century under King Henry I, the Exchequer oversaw the Royal Treasury—maintaining financial accounts, adjudicating claims and keeping track of the Crown's revenues.

■ Labour Unions **

USE: British Citizens must initiate construction of a building or structure, but may then go elsewhere as the Labour Union steps in to complete the work automatically.

DESCRIPTION: The Trade-Union Act of 1871 legalised trade unionism in the UK. Skilled workers, whose organisation was often challenged before this, finally had a legal basis on which to form unions.

Classified Projects

■ Antibiotics

USE: Increases the health of all British Citizens and soldiers.

DESCRIPTION: Alexander Fleming, a Scottish bacteriologist, discovered in 1928 that a type of mold inhibited bacterial growth. Upon isolating the antibiotic, Penicillin, he found it was effective against many types of bacteria.



■ Lend Lease

USE: Troops and materiel arrive at your Town Centre, ready for action.

DESCRIPTION: The US supplied equipment to the Allies in Europe during WWI, granting huge loans after direct payment became impossible. In WWII, the UK could no longer afford to pay for such aid by 1940. The "Lend-Lease" policy made America the "arsenal of democracy." Britain received nearly two-thirds of the \$50 billion in aid that was delivered under the policy.



■ New Forest

USE: Plant trees in a previously empty patch of land to form a new forest.

DESCRIPTION: Created by William the Conqueror as a hunting preserve, the New Forest suffered during the World Wars. After the wars, vital conservation efforts were put into effect.



■ Over the Top!

USE: Temporarily intensifies the attack of a group of your units, but slows them down slightly.

DESCRIPTION: During WWI, soldiers leapt from their trenches and rushed through no man's land in an attempt to drive enemies from their trenches. This was known as going "over the top." Does not affect air units.



■ RAF

USE: Increases the firepower of all your fighters and bombers.

DESCRIPTION: The Royal Flying Corps formed in 1912 as a combined army and navy program. It became the Royal Air Force during WWII, the world's first true air force. Aviation schools were founded and men were recruited.



■ Sabotage Mine

USE: Demolish a mineral deposit of your choice, covering it in rubble. The rubble must be cleared before mining can resume.

DESCRIPTION: One of the most successful modern uses of sapper techniques came at Messines Ridge. In 1917, as the British prepared an offensive against the ridge, men tunnelled beneath the German positions and planted an estimated one million pounds of explosives. On the 7th of June, the explosives were detonated. The ridge was obliterated, killing at least 10,000 enemy soldiers.

Buildings

■ Housing

In addition to increasing population capacity, hospitable houses of the UK regenerate power for nearby friendly units over time.



■ Trafalgar Square

USE: A Wonder can win the game (if the Wonders for Victory game option is on).

SPECIAL: Map visibility and training time reduction—makes the entire map visible and reduces the training time of all British units.

DESCRIPTION: Trafalgar Square, the best known square in London, commemorates Admiral Nelson's decisive naval victory at Trafalgar in 1805. A 17-foot high statue of Nelson sits atop a 185-foot high column flanked by four bronze lions. All distances from London are traditionally measured from the Square.

Units



■ Amphibious Tank

USE: A light tank with amphibious capabilities.

SPECIAL: This tank traverses both land and water and carries white phosphorus rounds to set targets aflame.

DESCRIPTION: Amphibious tanks were conceived to ford rivers where bridges were unavailable.



■ APC

USE: An armed Armoured Personnel Carrier used for transporting infantry.

DESCRIPTION: Motorised vehicles greatly increased the speed with which infantry could be deployed in WWI.



■ C-47 Dakota

USE: Aircraft that drops paratroopers at a site you specify. Paratroopers land and become infantry.

DESCRIPTION: A number of C-47s were sent from the US to the UK during WWII to act as air transports and paratroop planes. Dakotas dropped troops before dawn on D-Day.



■ Commando

USE: A quick, stealthy infantryman with a melee attack.

SPECIAL: Commandos climb cliffs and cross forests. They are able to burst into a run to get in and out of combat situations quickly. Their melee attack inflicts damage based on the amount of Power they have in reserve.

DESCRIPTION: The term commando originated among the South African Boers, who used guerrilla tactics against the British during the Second Boer War (1899–1902). They are experts in hand-to-hand combat.



■ HMS Dreadnought

USE: Battleship, good for sinking other ships and offshore shelling.

SPECIAL: Any UK battleship can be designated the fleet's one and only Flagship. The Flagship can fire Incendiary Shells to severely damage a target.

DESCRIPTION: The HMS Dreadnought, launched in 1906, was the first true modern battleship, setting the basic design philosophy for all large warships until WWII.



■ Medic

USE: Supports the troops in battle by treating their wounds. Members of the Corps have received numerous decorations for valour.

SPECIAL: Heals injured troops and revives those who are mortally wounded. Revived enemies join your side.

DESCRIPTION: An integrated British medical corps was founded in 1898 and given the name Royal Army Medical Corps. Members of the corps have received numerous decorations for valour.



■ MkV Tank

USE: A British main battle tank in WWI.

DESCRIPTION: Tanks were developed to overcome the trench warfare of WWI, a concept championed by First Lord of the Admiralty, Winston Churchill. The word "tank" comes from a ruse; parts for the vehicles were packed in crates labelled "tanks" to disguise their true purpose.



■ SAS Operative

USE: Special infantry trained in demolition.

SPECIAL: Swims and plants explosives on buildings to demolish them.

DESCRIPTION: In North Africa, SAS raids destroyed hundreds of German aircraft and disrupted supply lines. SAS operatives also collaborated with the French Résistance, organising numerous raids to sabotage supply trains, fuel depots and other strategic targets.



■ Spitfire

USE: An interceptor fighter that is good against bombers and strafes land and sea targets, including subs.

DESCRIPTION: The Spitfire was the best interceptor fighter at the start of WWII. Spitfires played a major role during the Battle of Britain.

CHAPTER 7: FRANKS

The Franks arose from tribes living in Northwest Europe. By the beginning of the 9th Century, the great Frankish king Charlemagne ruled an empire that included present-day France, northern Italy and parts of Germany. French culture and identity began to emerge over subsequent centuries.

In 1066, William of Normandy successfully invaded England, conquering the kingdom and taking the throne. Territorial disputes continued between the French and English, finally coming to a head in the Hundred Years' War (1337–1453). The English held territory on the continent for much of the war, but the French persevered. When King Henry V of England, due to become King of France, died in 1422, Charles VII of France moved to claim the throne. At the urging of Joan of Arc (who had rallied the French defenders to victory at Orleans), he travelled to Reims where he was officially crowned King in 1429. Charles bargained to reclaim Paris in 1435 and subsequently drove the English from Normandy and Aquitaine. In 1453, the English surrendered at the Battle of Castillon and the French won the Hundred Years' War.

Another momentous event in French history was the French Revolution of 1789. Over the next few years, the Monarchy collapsed, King Louis XVI was executed, and war with the "First Coalition" of Austria and Prussia (and later Spain and Britain) broke out. The French pulled together and pushed the external threat back, but without internal stability, the situation remained critical. During the crisis, Napoleon Bonaparte rose through the military ranks due to his victories and ambition. He helped put down a counter-revolution in Paris in 1795 and became First Consul of France in 1799. Napoleon then defeated the "Second Coalition" and crowned himself Emperor in 1804. By 1810, the French controlled an empire that stretched across Europe from Spain to Russia.

Military Abilities

■ Buttressed Defenses **

USE: French walls and towers can withstand more damage than those of other civilizations due to the use of architectural buttresses.

DESCRIPTION: The flying buttress, a hallmark of Gothic architecture, is a support that distributes part of a wall's weight over an arch to the ground.

■ Colonialism **

USE: Build more than one Fortress and units garrisoned in one Fortress can move covertly to exit from any other Fortress.

DESCRIPTION: Samuel de Champlain founded the colony of Quebec in 1608 and fortifications were soon constructed. In 1690 during King William's War, the defenders of well-fortified Quebec easily repulsed an attack by British colonists.

■ Garde Nationale **

USE: When a French building is destroyed, there is a chance the building's guard will escape to fight on.

DESCRIPTION: The Garde Nationale formed in Paris after the storming of the Bastille in 1789. Essentially a militia of the bourgeois (middle class), the Garde Nationale was intended to maintain order within the capital.



■ Militia

USE: French Peasants can join the Militia, which permanently turns them into infantrymen.

DESCRIPTION: Militias, often activated during a national crisis, are irregular military groups made up of civilians. The Garde Nationale was again activated in the revolution of 1848.

University of Paris, Medical School **

USE: The French are educated with basic medical knowledge, so French units are able to slowly heal themselves when they are idle.

DESCRIPTION: The study of medicine in France dates back the University of Paris, established around the beginning of the 13th Century. It was among the first true universities in Europe, open to all. In 1348, medical professors at the University wrote a treatise on the possible causes of the plague then sweeping Europe.

Economic Abilities

■ Land Owners **

USE: Granaries and farms are free, their price offset by the labour of the farmers.

DESCRIPTION: Serfs in the Middle Ages had few rights and paid rent to the landowners, or "land lords," in the form of labour.

■ Mining Guild **

USE: The French can assign more miners to a single mine than other civilizations. Stone miners are also more productive.

DESCRIPTION: Medieval Guilds existed for just about every type of occupation, maintaining standards of quality, setting prices and generally promoting their trade.

■ Watchmen **

USE: Vigilant French Peasants have a long line of sight. Workers inside Town Centres provide the building with an extended line of sight.

DESCRIPTION: Paris had a police force even before the French Revolution. A guard of armed men watched over the city to maintain civil order. Inspectors investigated crimes and paid informants kept tabs on the citizenry.

Classified Projects



■ Arson

USE: Clandestinely set fire to a building you choose. (The building must be in your line of sight). The fire spreads to adjacent buildings.

DESCRIPTION: The Paris Commune formed after a popular uprising drove the government from the capital in March 1871. Governmental forces regrouped and stormed Paris in May. In the ensuing "Bloody Week," the defenders burned public buildings, including the Tuilleries Palace, to slow the assault.



■ Battlefield Plunder

USE: Steal an Innovation from an enemy to give to your units by activating Battlefield Plunder, and then clicking on the unit with the Innovation you want.

DESCRIPTION: Recovering useful equipment, weapons and even tactics from an enemy on the battlefield can help troops fight better at the next battle.



■ Call of Duty

USE: Reduces the cost of turning Peasants into Militia.

DESCRIPTION: The Garde Nationale reformed in 1870 to defend Paris in the Franco-German War, and volunteers heeding the call, flocked to serve their country.



■ Esprit de Corps

USE: The indomitable spirit of the French instantly restores all units to full health.

DESCRIPTION: Esprit de Corps refers to the camaraderie shared by members of a unified group. In particular, military units, who share enthusiasm for and devotion to a common goal, exhibit such uplifting high spirits.



■ Embargo

USE: All enemy production ceases while the embargo is in effect.

DESCRIPTION: Napoleon ordered a blockade of Great Britain in an attempt to cripple Britain's economy. Through several decrees, starting with the Berlin Decree of 1806, he established the Continental System, which forbade both allies and neutral countries from trading with the British.



■ Guild Craftsmen

USE: Improves the strength of all your buildings and structures.

DESCRIPTION: Craftsmen of the Middle Ages commonly belonged to craft guilds. Masons, carpenters and others in the building trade were free men, hired for jobs organised and supervised by a guild master.



■ Natural Philosophy

USE: Research is half as expensive for this Age.

DESCRIPTION: During the Renaissance, great French thinkers, such as Rene Descartes, Pierre de Fermat and Blaise Pascal, pushed the boundaries of mathematical, philosophical and scientific thought.



■ Slash and Burn

USE: Burn away a wooded area of your choice.

DESCRIPTION: The slash and burn method of clearing forested areas is brutal but effective. It is an age-old technique generally used to make space for agriculture.

Buildings

■ Housing

The French do not need to build houses to increase their population capacity.



■ Towers

USE: Defensive structures that automatically fire on intruding enemies.

SPECIAL: French Towers can fire a powerful barrage attack. Foot soldiers and Peasants can garrison inside towers for protection and to increase the Tower's firepower.

DESCRIPTION: In Medieval times, the French countryside was dotted with defensive fortifications, from towers and keeps to massive castles. Control of these important structures was the key to controlling the surrounding territory.

Units



■ Berserk

USE: Ranged infantry (axe thrower) who is good against melee infantry.

SPECIAL: Thrown axes damage units behind the original target.

DESCRIPTION: From the Germanic and Norse tradition, a Berserk (meaning "bearskin") is a warrior clad in animal skins known for his savagery in battle.



■ Cardinal

USE: A religious leader who supports other units.

SPECIAL: Infects enemies with the plague and destroys buildings with earthquakes.



■ Crusader

USE: A strong sword cavalry unit, good against archers.

SPECIAL: Converts enemies to your side.

DESCRIPTION: In 1095 Pope Urban II travelled to France, urging the Franks to launch holy war to retake the Holy Lands from the Muslims.



■ Fire Galley

USE: A short-range attack ship that decimates towers.

DESCRIPTION: Before the preeminence of cannon, one of the most effective ship-based weapons was Greek fire. This flammable liquid streamed from a nozzle mounted on a ship's deck and burst into flame on enemy targets.



■ Hussar

USE: Sword cavalry, good versus archers and gun units.

SPECIAL: When the horse dies, the rider grabs his gun and fights on.

DESCRIPTION: In the Napoleonic Wars, General LaSalle, perhaps the greatest cavalry commander of the war, commanded the 5th and 7th Hussars, called the "Brigade Infernale." In 1806, LaSalle and 900 Hussars captured a fortress and some 6,000 Prussians without firing a shot.



■ Louis Royale

USE: A battleship, good for sinking ships and offshore shelling.

SPECIAL: The crews of French ships can repair battle damage.

DESCRIPTION: Constructed in the late 17th Century, the Louis Royale was a three-deck First Rate with 120 guns, among the most powerful vessels in the French fleet. She patrolled in support of the American Revolution.



■ Montgolfier Balloon

USE: A support unit used primarily for spotting targets from the air.

SPECIAL: Drops propaganda leaflets to demoralise enemies, who then do not attack as well.

DESCRIPTION: Brothers Joseph and Étienne Montgolfier developed the hot air balloon. After several experiments—including one that sent a duck, rooster and sheep aloft—the first manned flight was made over Paris in November 1783.



■ Ribaud

USE: A field cannon that's good against ranged units and buildings.

SPECIAL: Barrage attack fires all barrels at once, effective against a group of units.

DESCRIPTION: French cannon in the 14th and 15th Centuries were more advanced than their English counterparts. The multi-barrel Ribaud (also known as the ribaudequin) was the machine gun of the 15th Century.

CHAPTER 8: FRANCE

France, still bitter from the Franco-German War of 1870–71, allied with Britain and Russia prior to WWI in an effort to keep Germany in line. When war broke out in 1914, Germany invaded France through Belgium and pushed rapidly toward Paris. The French mustered their forces and held back the German offensive, saving Paris in the First Battle of the Marne. The fighting then degenerated into trench warfare and, despite France's prodigious production of tanks and airplanes, the stalemate could not be broken. The US entered the war in 1917, making troops available to French Marshal Ferdinand Foch, commander of all Allied forces. With this influx of men and materiel, Germany finally accepted surrender in 1918.

The French were determined not to be invaded again. They advocated severe terms for Germany in the 1919 Treaty of Versailles. In 1929, they began construction on the state-of-the-art Maginot Line along the border with Germany. The mighty walls, pillboxes and artillery emplacements that comprised the 150-mile-long Line were designed to be easily defended by garrisoned troops. But in 1940, Germany invaded France through neutral Belgium and the Netherlands, bypassing the Maginot Line. German forces kept just enough pressure on the troops defending the Line that they could not be moved to defend northern France. Paris fell, and France was forced to surrender on June 22, 1940.

Although hostilities between France and Germany formally ceased, many French men and women continued the fight. General Charles de Gaulle organised troops abroad into the Free French Forces, who fought in North Africa and Italy. Meanwhile, resistance fighters in occupied France harassed and sabotaged German forces, provided intelligence to the Allies and rescued downed Allied pilots. Then, in June 1944, the massive D-Day landing took place in Normandy. Free French Forces returned to France and merged with the Résistance to form the French Forces of the Interior. By late August, French forces had entered Paris and General de Gaulle assumed control of France. Berlin fell to the Allies just nine months later and the war in Europe came to an end.

Military Abilities

■ Colonialism **

USE: Build more than one Fortress and units garrisoned in one Fortress can move covertly to exit from any other Fortress.

DESCRIPTION: France established bases in her colonial holdings in Africa and Asia to protect them and to help solidify French authority. During the World Wars, troops raised within the colonies were sent to fight for France.

■ Crew **

USE: The crews of well-built French tanks and planes may survive if the vehicle is destroyed. The survivors then fight on as infantry. Crews also repair their vehicles.

DESCRIPTION: With the advent of modern vehicles came ways to help protect the lives of the occupants. Pilots, for example, began to carry parachutes, an invention first demonstrated by Louis-Sébastien Lenormand of France in 1783.

**Inherent Civilization Ability — This is an inherent ability that does not need to be researched or activated.

■ Garde Républicaine **

USE: When a French building is destroyed, there is a chance the guard will escape to fight on.

DESCRIPTION: During the 20th Century, especially in the World Wars, it was Garde Républicaine's duty to defend Paris and its important buildings.

■ Maginot Line **

USE: French walls and towers can sustain more damage than those of other nations.

DESCRIPTION: The Maginot Line stretched from Switzerland in the south to the Ardennes Forest near Belgium in the north. The Line was so well fortified that German forces had to go around it in WWII, invading France through neutral Belgium. The Line itself was never breached.

■ Partisans **

USE: All human units can walk through forests.

DESCRIPTION: Partisans are guerrilla fighters who harass an occupying army. The French Résistance in WWII was essentially a loosely organised group of partisans, carrying out clandestine attacks and then melting back into the landscape.



■ Smokescreen

USE: Obscure the enemy's line of sight with a smokescreen fired by a Rifled Grenadier or Artillerie.

DESCRIPTION: In both World Wars, smokescreens were used to conceal troop movements. Running between trenches in WWI France, smoke offered soldiers a degree of protection from enemy gunmen.

■ Tower Garrisons

USE: French foot soldiers and Citizens can enter towers for protection. While inside, they give the tower extra firepower.

DESCRIPTION: Within the Maginot line were some 50 major fortifications, each manned by as many as 1,000 troops and numerous heavy guns.

Economic Abilities

■ French Underground **

USE: Vigilant French Citizens have a long line of sight. Citizens within Town Centres provide the building with an extended line of sight.

DESCRIPTION: During the German occupation of France in WWII, members of the French Underground risked their lives to gather and pass intelligence about German activities to the Allies.

■ Joie de Vivre **

USE: French Citizens move more quickly than the civilians of other civilizations.

DESCRIPTION: Joie de Vivre, a phrase meaning "joy of living," refers to a person's unwavering love of life. The resilience and spirit of the French people were tested during the Second World War, but their joie de vivre emerged intact.

Classified Projects

■ Antiseptics

USE: Increase the rate at which French units heal themselves.



DESCRIPTION: French Surgeon Alexis Carrel co-developed the Carrel-Dakin Treatment during WWI. Battlefield wounds were irrigated with a special antiseptic solution to lessen the chance of infection.

■ Enlistment

USE: Turn Citizens into militia at very little cost.

DESCRIPTION: When WWI began, a wave of nationalism swept through France, and people flocked to enlist. The strength of the armed forces eventually swelled to more than eight million soldiers.



■ Firebomb

USE: Clandestinely firebomb a building you choose (it must be in your line of sight). The fire spreads to adjacent buildings.

DESCRIPTION: The French Résistance assailed the German forces occupying France at every opportunity, including setting fires and destroying the infrastructure being used by the enemy.



■ Landes Forest

USE: Plant trees in a location of your choice, instantly reforesting an area.

DESCRIPTION: Situated in southwestern France, the area now called Landes Forest was once marsh and sand plains. It was drained and planted with pines in the late 19th Century.



■ Lorraine Iron

USE: Exploit the vast iron deposits of the Lorraine region to decrease the cost of all land vehicles and aircraft.

DESCRIPTION: France and Germany both wanted control over iron-rich Lorraine. The region switched hands several times: at the conclusion of the Franco-German War and WWI, and again in 1940 and 1945.



■ Steel Frame Construction

USE: Make buildings stronger with modern construction techniques.

DESCRIPTION: Construction with steel was beautifully demonstrated by Gustave Eiffel. In 1889, he unveiled the 1,000-foot Eiffel Tower at the Paris Exposition. It remained the world's tallest structure until 1929.

Buildings

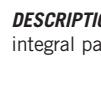
■ Housing

The French do not need to build houses to increase their population capacity.



■ Pillbox

USE: A strong defensive structure in which ranged troops can garrison to provide firepower.



DESCRIPTION: Pillboxes are fortified gun emplacements made of thick concrete. They were an integral part of the Maginot Line.

■ Surveillance Posts

USE: Surveillance Posts keep clandestine watch over a large area. French Citizens can construct Surveillance Posts, which have a long line of sight and are invisible to enemies except at very close range.

DESCRIPTION: Surveillance posts provide up-to-the-minute intelligence on enemy activities. In WWI, such posts were sometimes camouflaged as trees.



■ Notre Dame

USE: A Wonder can win the game (if the Wonders for Victory game option is on).

SPECIAL: Classified Projects Generator—automatically researches new Classified Projects over time.

DESCRIPTION: Notre Dame, the famous and magnificent Gothic cathedral, was begun in 1163 AD and completed in stages over the next 200 years. In August 1944, a mass held at Notre Dame celebrated the liberation of Paris.

Units



■ 75 mm AT Gun

USE: An excellent anti-tank weapon.

DESCRIPTION: The “Famous French 75” had breakthrough recoil control and an efficient breach-loading design that give it a quick rate of fire. With the advent of tanks in WWI, some 75 mm guns were adapted to an anti-tank role.



■ B1-bis Tank

USE: Heavy tank that's good against infantryman.

SPECIAL: All French tanks can bulldoze over enemies, doing significant damage.

DESCRIPTION: First built by Renault in 1937, the B1-bis was the largest and arguably the best tank at the start of WWII.



■ Courbet

USE: A battleship, good for sinking ships and offshore shelling.

SPECIAL: The crews of French ships can repair battle damage.

DESCRIPTION: Armed with twelve 12-inch guns, the Courbet and her sister ships were assigned to the Mediterranean during World War I to protect southern France from the navies of the Central Powers.



■ Flamethrower

USE: A support infantryman with a deadly, short-range attack.

SPECIAL: Quickly kills enemies at close range.

DESCRIPTION: First used in WWI, the flamethrower was a terrifying weapon that could incinerate a target in one quick blast.



■ Saboteur

USE: Support infantry with a special demolition attack.

SPECIAL: Sabotage buildings and vehicles, and collapse mining sites with timed bombs. Can also set off a very powerful, explosive blast.

DESCRIPTION: The Maquis organised attacks on German forces, sabotaging supply lines and even staging pitched battles, especially following the D-Day invasion.



■ Spad XIII

USE: Exceptional fighter aircraft that's good against bombers and can strafe land and sea targets, including subs.

SPECIAL: The crews of all French aircraft repair damage and try to parachute to safety if the plane is shot down.

DESCRIPTION: Armed with dual Vickers machine guns and able to dive at high speed, the Spad XIII was one of the best fighters of World War I.



■ Surveillance Van

USE: Support vehicle with a large line of sight that detects stealthy units.

DESCRIPTION: The Surveillance Van is a mobile espionage vehicle that gathers intelligence regarding enemy positions and transmits the information to military planners.

CHAPTER 9: GERMANY

Otto von Bismarck succeeded in unifying the German states into a single Germany in 1871. The Franco-German War had established the German army as the most powerful on the continent. By the start of World War I in 1914, the army had only gotten stronger.

Germany adopted a strategy called the Schlieffen plan to fight a two-front war. German forces invaded France, hoping to knock the French out of the war quickly. The plan then called for a rapid shift to the Eastern Front to deal the Russians a fatal blow before they could fully mobilise. Stiff Allied resistance, however, caused the Western Front to bog down into trench warfare. German forces held their ground in the West and won victories in the East with their Central Power allies. Russia withdrew from the fight in 1917 following the Revolution, but the US entered the war that same year, negating any advantage. Ultimately, in 1918, the combined might of the Allies forced Germany to accept surrender and the harsh terms of the Treaty of Versailles.

The Treaty, among other things, called for a much reduced German military. The best soldiers and officers were retained. In 1933, the Nazis under Adolf Hitler seized power and began to rebuild the military from this core. The German war machine cut its teeth in the Spanish Civil War (1936–39). Then, in September 1939, German forces invaded Poland, beginning World War II. Troops, tanks and planes swarmed over Europe using a blazing new tactic called “blitzkrieg.” Scientists and engineers developed unrivaled weapons like the King Tiger Tank and new technologies such as jet engines and even rockets that powered the V-2 ballistic missile. Once again, it took the united strength of the Allies to overcome Germany, which, at the height of its power in 1941, controlled territory from Paris to near Moscow and from Norway to North Africa.

Military Abilities



■ Deadly Cloud

USE: In addition to conventional rounds, Mortar Infantry and Big Bertha Artillery can fire canisters of a deadly chemical substance.

DESCRIPTION: Chemical weapons were used by both sides during WWI. German troops carried out the first large-scale attack at the Second Battle of Ypres on April 22, 1915.



■ Enigma Machine

USE: Receive coded intelligence about the economic and military output of your enemies. At your Town Centre, you can review graphs prepared from this vital information.

DESCRIPTION: The Enigma cipher machine encoded typed messages through an ingenious system of rotors. Messages of all kinds were transmitted to and from the German High Command via Enigma—thousands of messages a day at the height of WWII.

Economic Abilities

■ Bauhaus**

USE: Functional architectural design provides faster construction of all buildings, and free Universities and Settlements.

DESCRIPTION: The Bauhaus School emphasised functional design and mass production for a general audience, and trained numerous architects and artists.

Classified Projects



■ Battlefield Deception

USE: Employ this tactic on a group of your enemies. The resulting confusion causes them to attack their closest target, whether friend or foe.

DESCRIPTION: Fast moving German troops utilising overwhelming firepower often caused utter confusion among their foes. Friendly fire incidents were not uncommon in such chaotic situations.



■ Black Forest

USE: Plant trees in a location of your choice, instantly reforesting an area.

DESCRIPTION: The largest single forest in Germany is the Black forest, covering more than 2,000 square miles. The use of forest management techniques in the Black Forest and other woodlands can be traced back centuries.



■ Blitzkrieg

USE: When the devastating blitzkrieg tactic is used on a group of enemy troops, they take greater damage in battle.

DESCRIPTION: Blitzkrieg, literally “lightning war,” combines land and air power in a precisely coordinated attack applied against a narrow front.



■ Chancellor's Address

USE: Upon hearing an emotive oratory from the German Chancellor, all your troops are instantly restored to full health.

DESCRIPTION: Adolf Hitler maneuvered his way into the Chancellorship in 1933, based partly on his skill as an orator. His speeches, especially at rallies in Nuremberg, were calculated to create a fervour of nationalism and party loyalty.



■ Physical Education

USE: Adopting compulsory physical education increases the health, speed and attack of all your Citizens.

DESCRIPTION: Germans introduced physical education into their public schools in the early 19th Century. At the time, it was hoped physically fit Germans would be better able to resist Napoleonic France.



■ Spy Report

USE: Undercover agents in the field report on an area of your choosing, lifting the Fog of War in that area.

DESCRIPTION: The Abwehr was the German Intelligence Service during both World Wars. Field agents gathered intelligence on enemy troop positions and factory locations.



■ TNT

USE: The widespread adoption of TNT increases the blast radius of explosive area-effect weapons.

DESCRIPTION: TNT (trinitrotoluene) is a powerful explosive first used in 1904 (though it had earlier industrial uses). In WWI, TNT was mixed with materials such as ammonium nitrate to decrease the cost of munitions.

Buildings

■ Housing

Germany does not need to build houses to increase their population capacity.



■ Rocket Base

USE: This special facility, built by German Citizens, manufactures and launches V-1 and V-2 missiles at targets you select.

DESCRIPTION: Germany used its vengeance or “V” weapons to terrorise London and other cities. Nicknamed “Buzzbombs,” V-1s could fly at 350 mph to a range of 150 miles. Fewer than 2,500 V-1s of the 10,000 or so fired hit their target areas.

Germany also established a rocket research and testing facility at Peenemünde, a town on the Baltic Sea. There, a team of scientists led by Wernher von Braun developed the V-2 Rocket. Some 4,000 of these terrifying weapons were launched before the end of the war.



■ Brandenburg Gate

USE: A Wonder can win the game (if the Wonders for Victory game option is on).

SPECIAL: Resource Generator—automatically generates gold from income provided by tourists and other visitors.

DESCRIPTION: Karl Gotthard Langhans constructed the Brandenburg Gate in Berlin from 1788–1791 under a commission from the King Frederick William II of Prussia.

When the Nazi Party assumed control of Germany, the Brandenburg Gate became a symbol of power. Marches and rallies were organised around the Gate, its original symbol of peace lost amidst fascist fervour.

Units



■ 88 mm AT/AA Gun

USE: Dual anti-tank and anti-air role—able to switch from one configuration to the other. (It's immobile in AA mode.)

DESCRIPTION: Originally designed as an anti-air gun, the versatile 88 mm gun also saw use as a field weapon. Amazingly, it was also the best anti-tank gun of any army during WWII, able to punch through the thickest armour.



■ Big Bertha Artillery

USE: Heavy artillery for shelling buildings and infantry positions.

SPECIAL: Able to launch a deadly cloud attack.

DESCRIPTION: The Big Bertha was the most powerful artillery piece in the world in 1914, able to fire one-ton shells over nine miles. It was named after the wife of the manufacturer's owner.



■ Bismarck

USE: A battleship, good for sinking ships and offshore shelling.

DESCRIPTION: The Germans sent the 51,000-ton Bismarck to harass Allied shipping in 1941. The British quickly organised a large naval task force to intercept the mighty battleship. On May 27, battered and unable to return fire, Bismarck capsized 600 miles off the coast of France.



■ King Tiger Tank

USE: Heavy tank that excels against other tanks and infantry.

DESCRIPTION: There is no hard evidence that the King Tiger's thick frontal armour was ever breached in combat. With its long-barrelled, 88mm main gun, which gave it unmatched firepower, the 69-ton King Tiger could engage enemy tanks several miles away, well out of range of return fire.



■ Sergeant

USE: The Sergeant's superb leadership provides a morale boost to nearby troops, so they take less battle damage.

SPECIAL: The Panzerfaust attack destroys a single tank or other target.

DESCRIPTION: The Sergeant's excellent military training and leadership keep his troops' morale high. He carries a Panzerfaust, a simple yet effective shaped-charge projectile launcher designed to pierce the armour of tanks.



■ U-Boat

USE: Stealthy U-boats excel against ships and can attack other subs.

SPECIAL: The U-boat's torpedo run devastates a single target.

DESCRIPTION: German U-boats took a heavy toll on Allied shipping in both World Wars. In WWII, U-48 alone sank 52 ships.



■ Zeppelin

USE: Transports troops via the air and bombs ground and sea targets.

DESCRIPTION: Airships were the primary mode of air transportation for years before airplanes finally supplanted them. They could carry about two dozen bombs.

CHAPTER 10: RUSSIA

Russia was allied with France against Germany at the start of WWI. As Europe plunged into war, the Allies fully expected the Russian "Steamroller" to surge to life and crush the opposition. But mobilisation of the massive Russian army took time. That, coupled with some questionable leadership decisions, led to early setbacks. This in turn stirred up an already brewing dissatisfaction with the Tsarist government. Revolution broke out in early 1917 and Czar Nicholas II was deposed, ending 300 years of Romanov rule. Then, before the dust had settled, the Bolshevik Revolution threw the country into turmoil again. Russia managed to pull out of the Great War, but civil war soon erupted. The Bolsheviks won, and by the 1920s, the Union of Soviet Socialist Republics had been formed with Moscow as its capital.

Josef Stalin took the reins of the Soviet Union in 1928 and led it through World War II. In August 1939, he agreed to a mutual Non-Aggression Pact with Hitler, which secretly divided Poland between them. Both sides soon invaded, and Poland fell under the onslaught. Then in 1941, Germany ignored the pact and invaded the Soviet Union, thus beginning the Great Patriotic War. The Red Army, decimated by Stalin's Great Purges of the 1930s, was forced to fall back. They finally stopped the German assault just outside Moscow, in part thanks to a harsh Russian winter. German forces renewed their advance the next year, but a heroic, if bloody, stand at Stalingrad forced them to retreat, signaling a turning point in the war. The Red Army began a long push to rid the Motherland of the invaders. At the same time, relocated Soviet factories started producing remarkable quantities of equipment, supplemented by materiel sent by Russia's western Allies.

In the winter of 1944–45, the Red Army moved to the Polish border while further south they forced the Germans out of Romania and the Balkans. This two-pronged attack coupled with the arrival of massive reinforcements from the Russian interior finally had the desired effect: the race to Berlin was on. Soviet forces rolled through Poland, Hungary and then Austria, expelling German defenders as they went. In late April, the Red Army encircled Berlin and, within a week, Germany had surrendered.

Military Abilities

■ Reissue Equipment **

USE: When a soldier is killed or a weapon destroyed, equipment is scavenged and reissued to new recruits, thus recouping some of the cost of their loss.

DESCRIPTION: Production of new equipment was interrupted as factories were moved east away from the invading German army. The Russians salvaged and reused any functioning equipment they could get their hands on.



■ Revolutionaries **

USE: Booby-trapped Russian revolutionaries, disguised as peasants, blow themselves up, doing widespread damage.

DESCRIPTION: In the Russian Civil War, revolutionary forces opposed to the Bolsheviks tried to assassinate Lenin himself in August 1918.

Economic Abilities

■ Communism **

USE: Russian workers share the basics of life, thus reducing their cost in resources.

DESCRIPTION: As a political ideology, communism is a system where property is owned collectively by the members of a community.

■ Proletariat **

USE: Russia starts with a large working class population.

DESCRIPTION: The Proletariat is the working class, people who make a living through physical labour, especially in industry.

■ Russian Winter **

USE: To prepare for the cold Russian Winter, the fishing fleet and hunters are more productive than those of other civilizations.

DESCRIPTION: The Russian Winter is notoriously harsh. Napoleon's forces found that out in 1812, and Hitler rediscovered it in WWII. German supply lines were severely hampered by the weather and German troops were frozen, fatigued and near starvation.

Classified Projects



■ Communist Propaganda

USE: Reciting doctrine restores power to all Russians.

DESCRIPTION: Lenin promoted the use of propaganda and agitation as means of influencing public opinion to bring about political change.



■ Secret Police

USE: All units and buildings acquire an extended line of sight, carefully reporting what they see to the secret police for fear of being arrested.

DESCRIPTION: The Cheka were the secret police of the fledgling Bolshevik government. Agents gathered intelligence on enemies of the state and eventually began arresting and executing suspected political opponents.



■ Mobilisation

USE: Instantly mobilises all your troops and weapons in production.

DESCRIPTION: By the end of Russia's participation in WWI, about 12 million soldiers had been mobilised. Some 12 million Soviet soldiers lost their lives in WWII, but despite these staggering losses, the Soviet armed forces had still enough men and women to push all the way to Berlin.



■ Night Attack!

USE: Deploy your forces under cover of night, which lowers the enemy's line of sight.

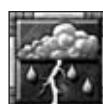
DESCRIPTION: Stalin advocated that guerrilla tactics be employed behind enemy lines to hamper the German advance. With the help of the dark and cold of winter, the Russians finally turned the tide of battle.



■ Russian "Steamroller"

USE: Pump out conscripts much more rapidly to steamroll over opponents.

DESCRIPTION: At the start of WWI, hopes were high among the Allies that the mighty Russian "Steamroller," once mobilised, would easily crush the Germans.



■ Storm Front

USE: Peasants recognise when a storm is approaching. A storm front damages enemy land and air units, but Russian forces are prepared and therefore unaffected.

DESCRIPTION: Proverbs about the weather are common in Russia. For example, a southwest wind means stormy weather.



■ Tunguska Meteor

USE: Destroy a building or small group of units with a devastating meteorite impact.

DESCRIPTION: On a cloudless morning in June 1908, a meteor—perhaps a small comet or asteroid—entered the atmosphere above central Siberia. Witnesses told of a giant fireball that streaked through the sky and exploded above the ground near Tunguska. The explosive force, later estimated at 15 megatons, burned and felled trees to a radius of 25 miles.

Buildings



■ Housing

DESCRIPTION: Communal houses provide additional space for Russia's population and nearby friendly units are given first aid, helping them heal.



■ The Kremlin

USE: A Wonder can win the game (if the Wonders for Victory game option is on).

SPECIAL: Troop Recruiter—replaces 50% of soldiers and weapons lost in battle.

DESCRIPTION: The Kremlin in Moscow, situated on the bank of the Moskva River, is a walled fortification comprised of towers, cathedrals, palaces, an armoury and other buildings. After the Bolshevik Revolution in 1917, the Kremlin became the seat of communist power. Stalin directed the defence of the Motherland from a bomb shelter beneath the Kremlin.

Units



■ Armoured Car

USE: Light tank that is effective against infantry.

DESCRIPTION: Russia ordered a few dozen armoured cars from the British Austin Motor Company in 1914 and more in subsequent years. The cars were found to be vulnerable and were given thicker armour at the Putilovski factory in Russia. None of the improved vehicles were ready before Russia withdrew from WWI. After the 1917 Revolutions, however, completed cars fell into the hands of the Bolsheviks, who used them during the Civil War.



■ Commissar

USE: Support unit used to encourage surrounding troops to fight harder.

SPECIAL: Shoot a Russian soldier to encourage nearby survivors to fight more doggedly. Throw molotov cocktails, which damage a wide area.

DESCRIPTION: Commissars were appointed to Red Army units to spread propaganda and ensure loyalty to the communist government.



■ Cossack

USE: Fast cavalry unit, good against infantry.

SPECIAL: Able to charge to temporarily increase his speed.

DESCRIPTION: The Cossacks settled southern Ukraine in the 15th Century, trading military service in return for political autonomy. They were reactivated to fight in both world wars.



■ D-2 Submarine

USE: A stealthy submarine, good versus surface ships.

DESCRIPTION: The D-class (or "Dekabrist") series of Soviet diesel subs carried a compliment of 55 sailors and officers and 14 torpedoes.



■ Ilya Muromets Bomber

USE: Good for bombing land and sea targets.

DESCRIPTION: The massive Ilya Muromets, designed by Igor Sikorsky, was the world's first four-engine bomber. Of the 75 built, only three were lost to enemy fire.



■ Katyusha BM-13

USE: Tactical rocket launcher, good against grouped targets.

SPECIAL: Blankets an area with a simultaneous rocket barrage.

DESCRIPTION: Katyusha rocket launcher's were mounted on Zis-6 trucks, and later on Studebakers sent from the US. With good speed and terrifying firepower, this mobile rocket launcher was much feared by the German infantry.



■ KV-8 Flame Tank

USE: Flame-throwing tank that burns up infantry.

DESCRIPTION: Following the German invasion, Russia began work on a flame tank to assault entrenchments and instill fear.



■ Sniper

USE: Skilled markswoman who can kill enemy infantry in one shot.

DESCRIPTION: The Russians have long enjoyed sharp shooting as a pastime. Women sniper units were formed in 1943, though many women fought with the Red Army before this.



■ Yak-1 Fighter

USE: Good against bombers and can strafe ground and sea targets, including subs.

DESCRIPTION: The Yak-1, named after designer Yakelov, first flew in 1939 and performed extremely well at low altitudes.

CHAPTER 11: UNITED STATES

After the Civil War, the restored United States was poised to take its place on the world's stage. Yet, as WWI engulfed Europe, most Americans were reluctant to get involved. Early in 1917, however, Germany reinstated unrestricted submarine warfare and sent a telegram to Mexico, urging them to attack the US. Public sentiment quickly turned, and in April, the US declared war on Germany. The flow of American goods to the Allies, already substantial, increased still further. By September 1918, 1.2 million American troops were in Europe. The Allies pressed the attack, breaching the German lines in October. Germany's will to fight wavered and they finally sued for peace.

When WWII began, Americans were again hesitant to join a European war, but President Roosevelt committed the US as the "arsenal of democracy." He set up the Lend-Lease policy whereby the Allies, chiefly the United Kingdom, received huge amounts of American goods. Then, on December 7, 1941, the Japanese struck Pearl Harbour, destroying much of the Pacific Fleet. Patriotism soared to new heights. Within days, the US declared war on Japan, Germany and Italy. The American economy quickly roared into high gear. Thousands of troops and tons of equipment were dispatched to North Africa, to face the Germans and

Italians there, and to the Pacific, where Guadalcanal and other islands were soon retaken from the Japanese. Italy fell to the Allies in 1943, and in June 1944 came the unprecedented D-Day landings in Normandy. By early 1945, the Allies had repulsed Germany's last major offensive in the Battle of the Bulge and were closing in on all fronts. Germany surrendered unconditionally in May 1945.

The US now turned her full focus on Japan. An invasion of the Japanese home islands was sure to be costly on both sides, so the US made a fateful decision: on August 6, an atomic bomb levelled the city of Hiroshima. Nagasaki followed three days later. Japan soon surrendered, and on September 2, 1945, World War II officially came to an end. With the Axis nations defeated and Europe still in disarray, the United States was the single most powerful nation in the world.

Military Abilities



■ Charge!

USE: When ordered to charge, US Infantrymen increase their speed and rate of fire. Afterward, their speed and attack rate briefly drop below normal while they recover.

DESCRIPTION: Upon arriving in France in late July 1944, General George Patton proceeded to charge his 3rd Army hundreds of miles across the country.

Economic Abilities

■ R & D **

USE: Federally funded research and development make all technologies cheaper.

DESCRIPTION: The Manhattan Project employed thousands of scientists, technicians and other workers spread across the country for one goal: to create an atomic bomb. The Manhattan Project cost about two billion dollars, more than half the entire R & D budget of the US during the war.

■ Skyscrapers **

USE: Construction costs for all structures are lower due to the civil engineering breakthroughs that resulted from developing skyscrapers.

DESCRIPTION: Steel I-beams, rivets and lifting cranes pushed skyscrapers ever higher. In the first third of the 20th Century, skyscrapers grew from 30 stories and under 400 feet to over 100 stories and 1,250 feet.

Classified Projects



■ Army Recon

USE: Spy on enemy troop positions through the Fog of War.

DESCRIPTION: In 1942, President Roosevelt created the Office of Strategic Services to coordinate the intelligence gathering efforts of the US.



■ City Reconnaissance

USE: Spy on enemy buildings through the Fog of War.

DESCRIPTION: OSS agents gathered information from a variety of sources, even tourist maps and loose talk from idle citizens. From these, analysts compiled pictures of important installations and factories.



■ Heroism

USE: Displaying unselfish heroism, units in an area become less vulnerable to attack for a short time.

DESCRIPTION: The most decorated American soldier in WWII was Private Audie Murphy. Wounded three times and promoted all the way to 2nd Lieutenant, he received 33 awards and citations, including every available US decoration for valour and five from France and Belgium.



■ National Parks

USE: Plant trees in a location of your choice, instantly reforesting an area.

DESCRIPTION: The US established its first National Park, Yellowstone, in 1872. The concept of preserving land took root, and in 1916, the National Park Service was set up to oversee National Parks, forests and other sites.



■ USO

USE: A regular schedule of shows entertains the troops, increasing the rate at which their Power returns.

DESCRIPTION: Numerous groups worked to support, entertain and generally improve the spirits of the troops in WWI. In 1941, they were organised under one banner, the United Service Organisations or USO.



■ Voice of America

USE: Broadcasts from the VOA cause 30% of enemies to defect to your side. Use on an enemy unit and a percentage of units of that type will renounce their civilization in favour of yours.

DESCRIPTION: In early 1942, the US first began broadcasting the Voice of America to radio listeners living in enemy and enemy-held territory. The VOA presented news and information that would not be subject to censorship or suppression by the local authorities.



■ War Footing

USE: All buildings become cheaper to construct.

DESCRIPTION: In 1943, President Roosevelt established the Office of War Mobilisation to coordinate the defence industry and keep raw materials flowing to where they were needed.

Buildings



■ Housing

USE: US houses increase population capacity and provide morale to nearby units, making them tougher to kill.



■ Lincoln Memorial

USE: A Wonder can win the game (if the Wonders for Victory game option is on).

SPECIAL: Call in a massive paratrooper drop anywhere in the world.

DESCRIPTION: The Lincoln Memorial was built between 1914 and 1922 to commemorate the most honoured and respected of all US presidents. Since its completion, the Lincoln Memorial has served not only as a monument to a great man, but as a symbol for democracy and freedom.

Units



■ Vickers MG Team

USE: A machine gun team that mows down infantry.

SPECIAL: The team can entrench behind sandbags, which increases their range and partly protects them from damage, but makes them immobile.

DESCRIPTION: Developed in Britain and introduced in 1912, the Vickers machine gun was water cooled and capable of firing over 500 rounds per minute.



■ Engineer

USE: A support unit with many useful skills.

SPECIAL: Repairs around vehicles and weapons. Also able to lay explosive mine fields and capture enemy buildings for American use.

DESCRIPTION: The Corps of Engineers was formed in 1802. In WWI, the first US troops in Europe were engineers. They helped construct rail lines, roads, bridges and other structures.



■ Army Ranger

USE: Well-trained infantrymen who spot for artillery.

SPECIAL: Capable of scaling cliffs and able to call in a long-range artillery barrage, which causes widespread damage. Once the Ranger selects the target, he must wait for the barrage to strike before he can move.

DESCRIPTION: Rangers were in use in America during, and even before, the Revolutionary War. In the Normandy invasion, Rangers assaulted the beaches, clearing pillboxes, scaling cliffs to take out German positions and penetrating inland to secure the beachheads for other troops.



■ Arkansas Battleship

USE: A battleship, good for sinking ships and offshore shelling.

SPECIAL: Able to use sonar to detect enemy submarines.

DESCRIPTION: The USS Arkansas, launched in 1911, carried President Taft to the unfinished Panama Canal and later patrolled the Atlantic during WWI. The Arkansas was very active in WWII, escorting convoys in the North Atlantic and supporting the D-Day landings.



■ Enterprise

USE: Aircraft Carrier that launches Hellcat Fighters.

DESCRIPTION: The USS Enterprise (CV-6) was returning to Hawaii when the Japanese attacked Pearl Harbour. The Enterprise took part in the decisive Battle of Midway in June 1942 in which four enemy carriers were sunk.



■ C-47 Skytrain

USE: Aircraft that drops vehicles and weapons via parachute at a site you specify and then flies off the map.

DESCRIPTION: The C-47 Skytrain was the military designation of the hugely successful civilian air transport, the Douglas DC-3.



■ B-17 Flying Fortress

USE: Long-range bomber that bombs ground and sea targets.

SPECIAL: Able to make multiple bombing runs on the same flight.

DESCRIPTION: The B-17 had a flight range of more than 3,000 miles (unloaded) and could carry in excess of four tons of bombs on long-range missions and nearly nine tons on short-range flights.

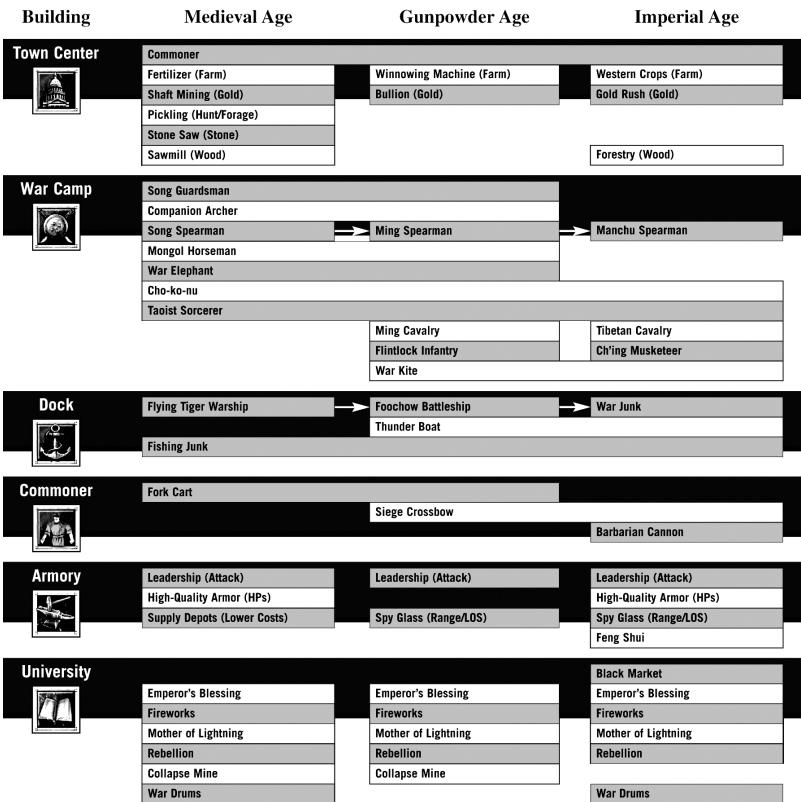


■ B-29 Superfortress

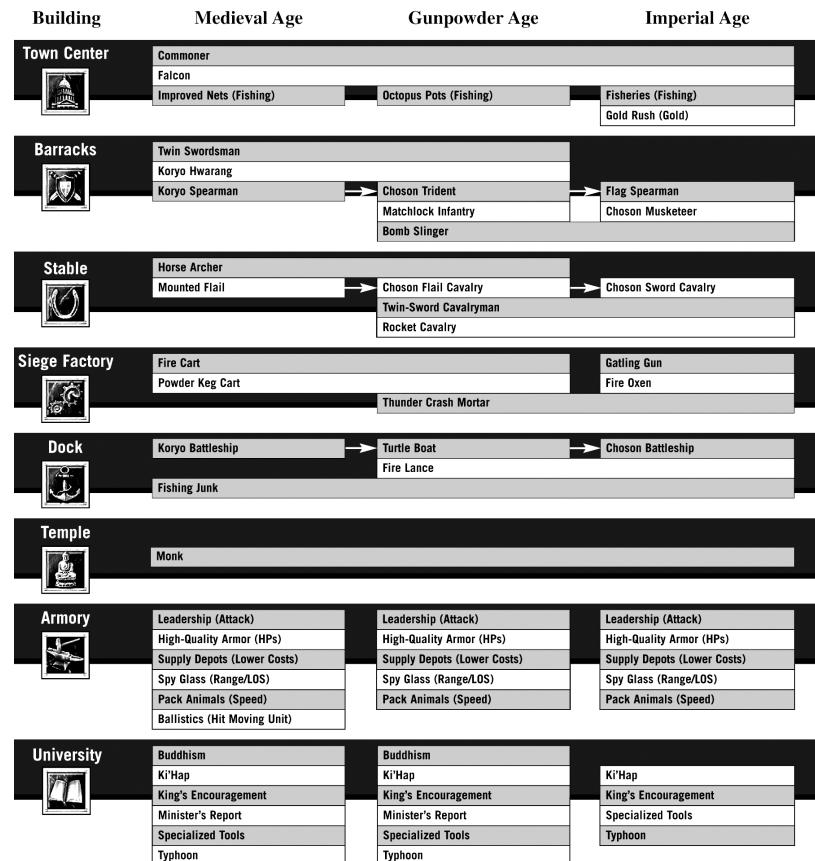
USE: Bomber that drops devastating atomic bombs.

DESCRIPTION: The best known B-29 is certainly the Enola Gay, which dropped the first atomic weapon on Hiroshima in August 1945.

CHINA TECHNOLOGY TREE



KOREA TECHNOLOGY TREE



ENGLAND TECHNOLOGY TREE

Building	Medieval Age	Gunpowder Age	Imperial Age
Town Center	Subject Shaft Mining (Gold) Sawmill (Wood) Pickling (Food)	Bullion (Gold) Forestry (Wood) Natural Preservatives (Food)	Commercial Banking (Gold) Lumber Imports (Wood) Cold Storage (Food)
Barracks	Longswordsmen Longbowman Highlander Crossbowman		Battlefield Surgeon
		Regimental Drummer Arquebusier	Regular
Stable	Knight	Cavalier Cuirassier	Lancer Dragoon
Siege Factory	Trebuchet Oil Smithy		Culverin
Dock	War Cog Troop Ship Fishing Boat	Mary Rose Barge	Victory
Church	Vicar		
Armory	High-Quality Armor (HPs) Supply Depots (Lower Cost) Spy Glass (Range/LOS) Pack Animals (Speed)	High-Quality Armor (HPs) Leadership (Attack) Pack Animals (Speed)	Supply Depots (Lower Cost) Leadership (Attack) Spy Glass (Range/LOS)
University	Channel Storm Death Before Dishonour! Feudal Bonds Mercenaries Prospecting Royal Proclamation	Channel Storm Death Before Dishonour! Feudal Bonds Mercenaries Prospecting Royal Proclamation	Channel Storm Death Before Dishonour! Feudal Bonds Mercenaries Prospecting Royal Proclamation

U.K. TECHNOLOGY TREE

Building	World War I	World War II
Town Center	Citizen Canned Food (Food) Gold Standard (Gold) Hydrometallurgy (Gold) Chainsaw (Wood)	Forest Management (Wood)
Barracks	Tommy Commando Medic	SAS Operative
Tank Factory	MKV Tank APC	Crusader II Tank Amphibious Tank
Siege Factory	Anti-Tank 38mm Gun BL 6 in. Howitzer 37mm Bofors AA Gun	Ordnance 17 Pdr AT Gun
Airport	Sopwith Camel Handy Page Bomber	Spitfire Lancaster Bomber C-47 Dakota
Dock	HMS Dreadnought K-class Submarine Troop Ship Fishing Boat	HMS King George V
Armory	Tactical Training (Attack) Aerodynamics (Flight Time) Mass Production (Lower Cost)	Calisthenics (Hit Points) Aerodynamics (Flight Time) Radio (Range/LOS)
University	Lend Lease Motorized Transportation Over the Top Prospecting RAF Royal Proclamation Sabotage Mine	Lend Lease Antibiotics Over the Top Prospecting New Forest Royal Proclamation Sabotage Mine

FRANKS TECHNOLOGY TREE

Building	Medieval Age	Gunpowder Age	Imperial Age
Town Center	Peasant Shaft Mining (Gold) Stone Saw (Stone) Sawmill (Wood) Call of Duty	Bullion (Gold) Blasting Powder (Stone) Forestry (Wood)	Louis D'or (Gold) Lumber Trade (Wood)
Barracks	Man-at-Arms Archer Berserk	Fusilier	Grenadier
Stable	Chevalier Crusader	Hussar Carabinier	Lancier Mounted Grenadier
Siege Factory	Ballista Ribaud Bombard		Montgolfier Balloon 12 Pounder
Dock	Cog Warship Troop Ship Fishing Bateau	La Couronne Fire Galley	Louis Royale
Church		Cardinal	
Armory	Leadership (Attack) Pack Animals (Speed) Natural Philosophy	High-Quality Armor (HPs) Supply Depots (Lower Cost)	Leadership (Attack) Supply Depots (Lower Cost) Spy Glass (Range/LOS)
University	Arson Battlefield Plunder Esprit de Corps Embargo Night Operations Slash and Burn Guild Craftsmen	Arson Battlefield Plunder Esprit de Corps Embargo Night Operations Slash and Burn	Arson Battlefield Plunder Esprit de Corps Embargo Night Operations Slash and Burn

FRANCE TECHNOLOGY TREE

Building	World War I	World War II
Town Center	Citizen Gold Standard (Gold) Pneumatic Drills (Stone) Chainsaw (Wood) Enlistment	Hydrometallurgy (Gold) Tungsten-Carbide (Stone) Forest Management (Wood)
Barracks	Poilu Flamethrower Rifled Grenadier	Infanterie Saboteur
Tank Factory	Renault Tank Freedom Fighter	B1-bis Tank Surveillance Van
Siege Factory	75mm AT Gun Artillerie 77mm AA Gun	
Airport	Spad XIII Fighter Voisin Bomber	Dewoitine Fighter Leo 451 Bomber
Dock	Courbet Battleship Surcouf Submarine Troop Ship Fishing Bateau	Lorraine Battleship
Armory	Tactical Training (Attack) Calisthenics (Hit Points) Radio (Range/LOS) Steel Frame Construction	Tactical Training (Attack) Mechanization (Speed)
University	Antiseptics Embargo Esprit de Corps Firebomb Landes Forest Reverse Engineering Slash and Burn	Embargo Esprit de Corps Firebomb Landes Forest Reverse Engineering Slash and Burn

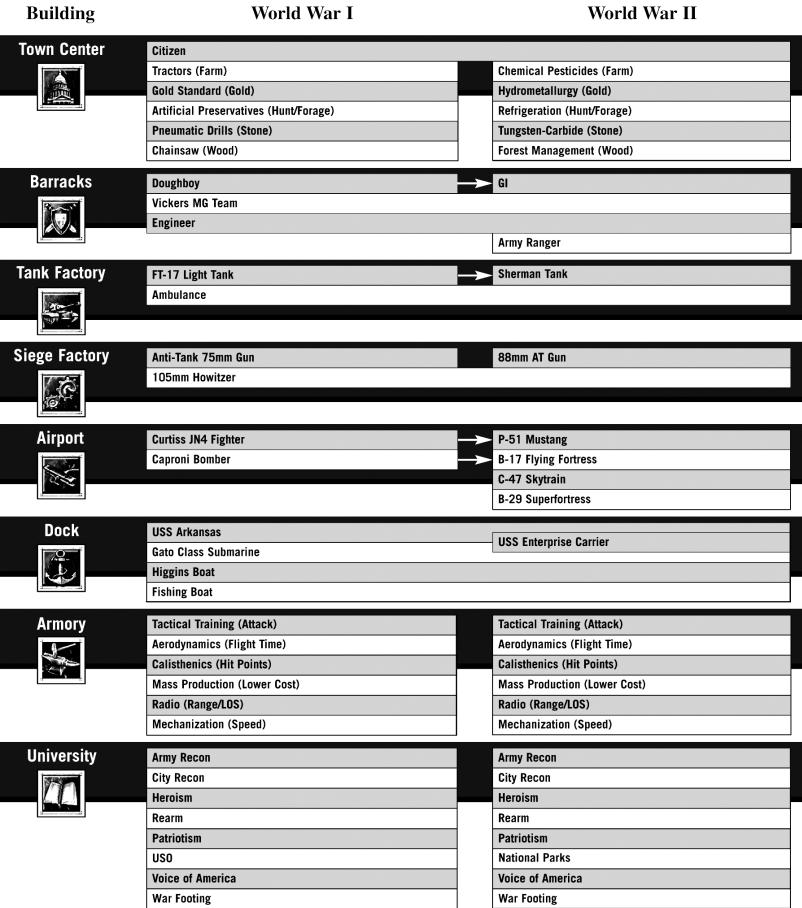
GERMANY TECHNOLOGY TREE

Building	World War I	World War II
Town Center	Citizen Dog Tractors (Farm) Gold Standard (Gold)	Chemical Pesticides (Farm) Hydrometallurgy (Gold)
Barracks	Soldat Mortar Infantry Sergeant	Neuer Soldat MG42 Team
Tank Factory	A7V Tank	Panzer IV Tank King Tiger Tank
Siege Factory	38mm AT/AA Gun Big Bertha Artillery	88mm AT/AA Gun
Airport	Fokker D VII Zeppelin	FW 190 Fighter Heinkel Bomber
Dock	König Battleship U-Boat Troop Ship Fishing Boat	Bismarck
Armory	Radio (Range/LOS) Mechanization (Speed)	Aerodynamics (Flight Time) Mechanization (Speed) Mass Production (Lower Cost)
University	Battlefield Deception Blitzkrieg Chancellor's Address Spy Report Physical Education TNT	Battlefield Deception Blitzkrieg Chancellor's Address Spy Report Black Forest TNT

RUSSIA TECHNOLOGY TREE

Building	World War I	World War II
Town Center	Comrade Tractors (Farm) Gold Standard (Gold)	Chainsaw (Wood) Chemical Pesticides (Farm) Hydrometallurgy (Gold) Forest Management (Wood)
Barracks	Conscript Sniper Commissar Cossack	
Tank Factory	Armored Car	T34 Tank KV-8 Flame Tank
Siege Factory	Anti-Tank 38mm Gun Heavy Artillery 37mm AA Gun	90mm AA Gun Katyusha BM-13 SU-57 AT Halftrack
Airport	Anatra-DS Fighter Ilya Mourmets Bomber	Yak-1 Fighter PE-2 Bomber
Dock	Pervozvanny Battleship D-2 Submarine Troop Ship Fishing Boat	Arkhangelsk Battleship
Armory	Tactical Training (Attack) Chemical Engineering (Blast Radius) Calisthenics (Hit Points) Radio (Range/LOS)	Tactical Training (Attack) Calisthenics (Hit Points) Radio (Range/LOS)
University	Communist Propaganda For the Motherland Secret Police Mobilization Night Attack! Russian "Steamroller" Storm Front Tunguska Meteor	Communist Propaganda For the Motherland Taiga Forest Mobilization Night Attack! Storm Front Tunguska Meteor

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Exact error message reported (if any) and a brief description of the problem.

A copy of your Direct X Diagnostics report. To access this go to Start → Run and type dxdiag c:\dxdiag.txt and press ENTER.

The report will be found in your My Computer C: drive.

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At what speed are you connecting?

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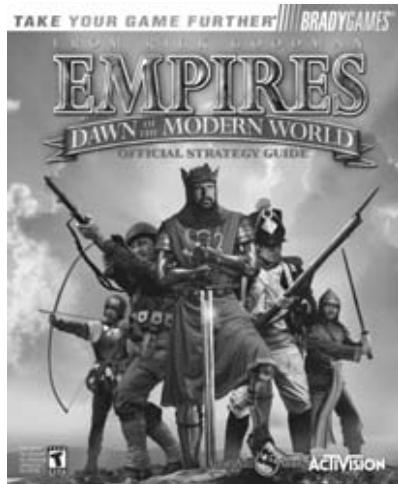
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